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ABSTRACT

This report describes an analysis of the segments and shows of the first season's production of "Square One TV" in terms of its elaborated goals. It includes charts and graphs showing the treatment of objectives for the series' goals across the 75 shows of the series. The goals of the series are: (1) to promote positive attitudes toward, and enthusiasm for, mathematics; (2) to encourage the use and application of problem-solving processes; and (3) to present sound mathematical content in an interesting, accessible, and meaningful manner. Almost 85% of the segments of the series addressed the first goal by explicitly showing mathematics to be a powerful and widely applicable tool. With regard to the second goal, it was found that 77% of the shows model the use of at least one problem-solving heuristic. More than 93% of the segments address the third goal by incorporating one or more of the series' seven mathematical areas. The document also provides a listing of the shows, with a complete specification of each segment's show number, content, format, length, context, and other information. (TW)

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SQUARE ONE TV

SEASON ONE CONTENT ANALYSIS AND SHOW RUNDOWNS

March 24, 1987

SE 048 217

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EXECUTIVE SUMMARY

This report summarizes the mathematical and pedagogical content of the 75 shows in SQUARE ONE TV's first season, relating that content to the three goals of the series. It also provides a rundown of the shows, with a complete specification of each segment's show number, content, format, length, context, and other information.

The goals of the series are these:

I. to promote positive attitudes toward, and enthusiasm for, mathematics;

II. to encourage the use and application of problem-solving processes; and

III. to present sound mathematical content in an interesting, accessible, and meaningful manner.

The report includes a detailed elaboration of the goals.

Goal I. Almost 85% of the segments of the series address Goal I by explicitly showing mathematics to be a powerful and widely applicable tool; or an aesthetically pleasing subject; or by showing that it can be understood, used, and even invented, by non-specialists.

Goal II. Of the 272 problem-solving segments that appear in the course of the 75 shows, virtually all address Goal II by explicitly illustrating the formulation or treatment of problems. Moreover, some 77% model the use of at least one problem-solving heuristic, and almost one-half incorporate the important stage of problem follow-up (by looking for alternative solutions or extending to related problems, for example).

Goal III. More than 93% of the segments address Goal III by incorporating one or more of the series' seven mathematical areas (numbers and counting; arithmetic of rational numbers; measurement; numerical functions and relations; combinatorics; statistics and probability; and geometry). Almost two-thirds involve more than one mathematical topic, thus reinforcing interrelations among mathematical concepts.

SQUARE ONE TV

SEASON ONE CONTENT ANALYSIS AND SHOW RUNDOWNS

This report describes the analysis of the segments and shows of the first season's production for SQUARE ONE TV in terms of its elaborated goal statement (Appendix A). It includes charts and graphs showing the treatment of objectives for the series' goals across the 75 shows of the series. Rundowns of the 75 shows (Appendix B) include descriptions of each segment of each show.

THE GOALS

The series has three goals:

I. to promote positive attitudes toward, and enthusiasm for, mathematics;

II. to encourage the use and application of problem solving processes; and

III. to present sound mathematical content in an interesting, accessible, and meaningful manner.

Of the three goals, Goal I, the primary goal, is the most elusive. People respond to mathematical ideas if they see concepts linked to concrete situations, if the ideas appear beautiful and dynamic, or if they seem accessible to people with whom the viewer can identify. We reviewed each segment in terms of these three motivational criteria.

Goal II operates through segments that illustrate problem-solving behavior and problem-solving heuristics. Roughly speaking, there are three stages of problem-solving behavior: problem formulation, problem treatment, and problem follow-up. However, problem-solving is rarely linear or so simply described. Instead, a problem solver moves among the three types of behavior, applying heuristics at each stage, for example, in representing a problem, in transforming a problem, in looking for patterns or other pertinent information, or in developing an alternative point of view. Having produced 225 segments that explicitly pose a problem, we analyzed their depiction of problem-solving behavior and heuristics.[1]

Goal III involves the presentation of a broad spectrum of mathematics. In developing material for the series, we aimed to provide mathematics which had clear ties to school curricula and also mathematics which would extend viewers' school experience. The original Goal III outline served as a guide for production as the content department developed assignments for writers, animators, lyricists, and producers.

After production, however, we reorganized the Goal III elaboration basing it on seven areas of mathematics:

Numbers and Counting;
Arithmetic of Rational Numbers;
Measurement;
Numerical Functions and Relations;
Combinatorics and Counting Techniques;
Statistics and Probability; and
Geometry.

We also reorganized the sub-categories somewhat. The danger in this, or any other, division and sub-division is an unintended suggestion of artificial boundaries between areas rather than a

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[1] In addition to the explicit problem-solving segments, 163 segments exemplify the mechanics of heuristics in presenting the mathematics. For example, Smilin' Al uses a gadget in Math 'R Us: Place Value Holder, characters in the Data Headache sketches use charts and graphs, and Blackstone consistently uses objects as illustrations.

reinforcement of commonalty. In fact, many segments deal with more than one area of mathematics.

THE SHOWS

In terms of mathematical organization, there are two types of shows: those with a particular mathematical emphasis and those which are based on a variety of mathematical topics. A show is of the first type if there is a single topic which is the focus of segments comprising about one-third of that show; there are 44 such shows. For example, Show 106, with an emphasis on angles, includes a music video, Angle Dance; a live-action film, Playing the Angle; an animation, Pong; and Mathnet: Missing Baseball, Part I, in which the Mathnet team investigates the angle of rebound of a ball from a billboard.

The 31 remaining shows are essentially eclectic in their mathematical content. However, 17 shows have a mini-emphasis: two or more segments on the same topic, but running significantly shorter than one-third of the show. An example of a show with a mini-emphasis is Show 151 which includes three short pieces dealing with pentominoes (Person on the Street: Pentominoes; Joke in the Box, a studio sketch; and Pentominoes, an animation). Mini-emphases may serve to support the mathematics of a show's Mathnet episode. A list of the shows with their particular emphases, if any, appears on page 3a.

SHOW EMPHASES

Show #	Main	Mini	Emphasis
101			
102			
103			
104	X		Scale
105	X		Percents
106	X		Angles
107	X		Percents
108		X	Volume
109		X	Odd and Even Numbers
110	X		Combinatorics
111	X		Probability
112			
113	X		Fractions
114		X	Two-dimensional Shapes
115			
116	X		Spatial Measurement
117	X		Area and Perimeter
118	X		Figurate Numbers
119	X		Rounding
120	X		Prime Numbers
121	X		Common Multiples
122			
123	X		Area of Irregular Shapes
124	X		Factors and Primes
125		X	Multiples
126	X		Data Organization
127	X		Scale
128	X		Probability
129		X	Percent
130			
131	X		Place Value
132	X		Metric Measurement
133		XX	Tessellations; Fibonacci Sequences
134	X		Percent
135		X	Rates and Ratios
136	X		Fractions
137			

Show #	Main	Mini	Emphasis
138	X		Parity
139	X		Working Backwards
140	X		Probability
141	X		Angles
142	X		Data Processing
143	X		Geometric Objects
144	X		Spatial Measurement
145	X		Additivity
146	X		Square Numbers
147	X		Rounding
148		X	Multiplication
149	X		Functions
150			
151		X	Pentominoes
152			
153	X		Place Value
154		X	Palindromes
155	X		Quadrilaterals
156			
157	X		Scale
158	X		Data Processing
159			
160		X	Large Numbers
161		X	Permutations
162		X	Rates
163	X		Probability
164	X		Functions (Coding)
165	X		Infinity; Parity
166	X		Multiples and Factors
167		X	Tessellations
168	X		Fractions
169	X		Area and Perimeter
170		X	Percents
171		X	Metric Measurement
172			
173	X		Logical Thinking
174			
175			

ANALYSIS OF SEGMENTS

First season production for SQUARE ONE TV yielded 684 segments. The seven segment formats occur with the following frequencies:

Studio Sketch	219
Animation	126
Mathnet Episode	35
Song	35
Game Show	31
Live Action Film	31
Bumper[2]	207
Total	684

Thirty-one segments have more than one part, all of which appear in the same show, although separated by other segments.

We analyzed each of the 684 segments for its contribution in achieving each of the series' goals. Checking each segment against the goals' criteria involved more than 42,000 yes-or-no decisions. The results of the analysis reside in our comprehensive computer database. This information will be particularly useful to compare the content of SQUARE ONE TV with other resources in mathematics education--for example, scope-and-sequence charts of mathematics textbook curricula.

In reading the following description of the analyses, refer to the elaborated goal statement in Appendix A and to page 5a, which duplicates the segment analysis sheet.

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[2] A bumper is a short segue between segments of a show. Examples are Newsroom Interrupts, and Warnings.

GOAL I ANALYSIS

Because Goal I is attitudinal and motivational, it is difficult to measure objectively. Our analysis recognizes only what is explicitly exhibited or expressed, not what the viewer may infer. Goal I has three criteria. We provide an example in what follows for each criterion, even though the example cited may satisfy other criteria as well. For example, Callous: The Survey links mathematics to a concrete situation when J. B. and his family quiz a representative sample of people in Grasshopper Gulch and create a circle graph to interpret their data. (Coded IA, Mathematics as powerful and applicable.) Daddy Knows Different: Stainless Forks depicts the power of a mathematical idea when Daddy is literally knocked out by the amount of money generated in a month by doubling every day after starting with a penny. (Coded IB.) Similarly, the graphics of The Infinity Song suggest the beauty of mathematics. (Coded IB.) Coding for the third category under Goal I recognizes some character who is a non-specialist, non-expert, non-teacher figure, non-super person, that is, an ordinary person inventing or initiating some piece of mathematics. In I Love Lupy: Elephant, Lupy and Gretl estimate how many elephants could fit in the living room. (Coded IC.) Alph and Throckmorton in The Phoneymooner sketches are also representatives of non-specialists. However, this description clearly excludes Blackstone, Common-Multiple Man, and the Forestry sketches.

CONTENT ANALYSIS

GOAL I

I. Positive Attitudes and Enthusiasm:

___ A. Powerful and Applicable Tool

___ B. Beautiful Aesthetically Pleasing Subject

___ C. Initiated, Developed, and Understood by Non-Specialist

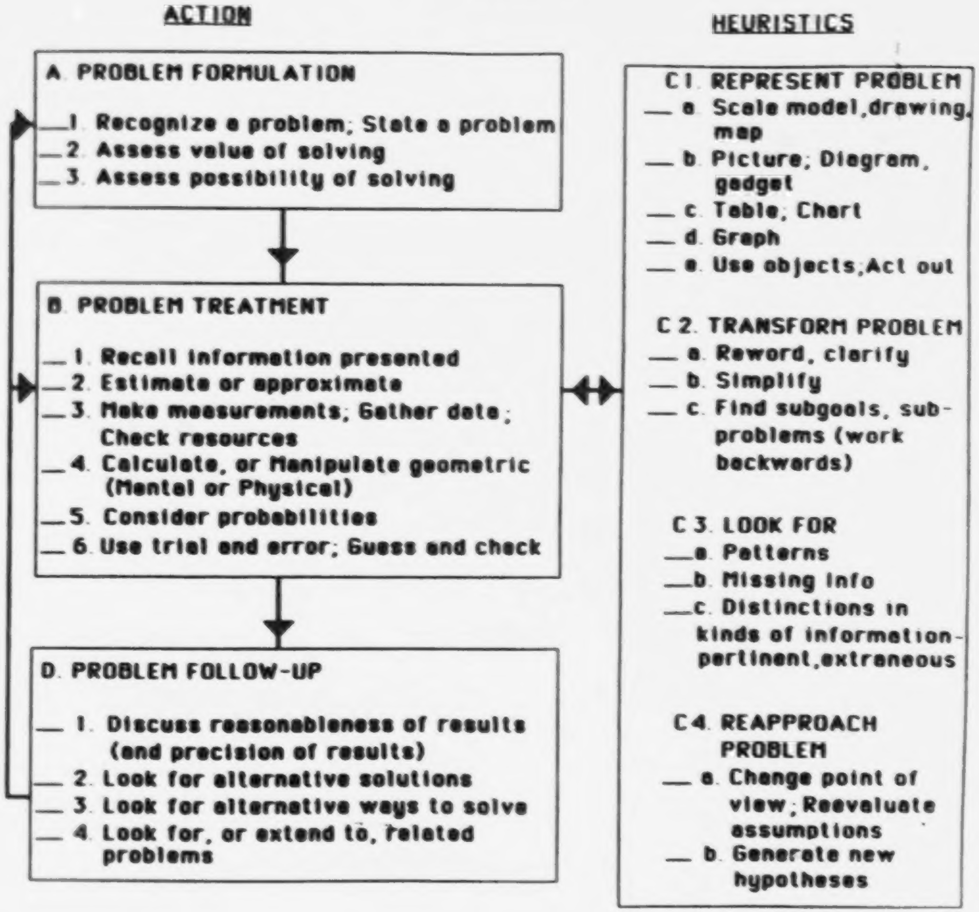
OTHER ANALYSIS

- ___ Unanswered questions to viewer
- ___ Invitation to participate
- ___ Calculator use
- ___ Computer use
- ___ Mistakes made and corrected

GOAL III

____ . ____ . ____ Mathematics Content
____ . ____ . ____

GOAL II



ACTION

A. PROBLEM FORMULATION

- ___ 1. Recognize a problem; State a problem
- ___ 2. Assess value of solving
- ___ 3. Assess possibility of solving

B. PROBLEM TREATMENT

- ___ 1. Recall information presented
- ___ 2. Estimate or approximate
- ___ 3. Make measurements; Gather data; Check resources
- ___ 4. Calculate, or Manipulate geometric (Mental or Physical)
- ___ 5. Consider probabilities
- ___ 6. Use trial and error; Guess and check

D. PROBLEM FOLLOW-UP

- ___ 1. Discuss reasonableness of results (and precision of results)
- ___ 2. Look for alternative solutions
- ___ 3. Look for alternative ways to solve
- ___ 4. Look for, or extend to, related problems

HEURISTICS

C 1. REPRESENT PROBLEM

- ___ a. Scale model, drawing, map
- ___ b. Picture; Diagram, gadget
- ___ c. Table; Chart
- ___ d. Graph
- ___ e. Use objects; Act out

C 2. TRANSFORM PROBLEM

- ___ a. Reword, clarify
- ___ b. Simplify
- ___ c. Find subgoals, subproblems (work backwards)

C 3. LOOK FOR

- ___ a. Patterns
- ___ b. Missing info
- ___ c. Distinctions in kinds of information-pertinent, extraneous

C 4. REAPPROACH PROBLEM

- ___ a. Change point of view; Reevaluate assumptions
- ___ b. Generate new hypotheses

Date: ______________ Prod. #: ______________

Coder: ______________ Title: ______________

GOAL II ANALYSIS

The segments analyzed for Goal II were those which explicitly present a problem for solution within the segment. For the 225 segments that meet this criterion, the analysis requires that the problem-solving behavior or application of heuristics be explicit in the sketch.

In formulating a problem, a character might explicitly recognize or state a problem as in Callous: Candy Box. (Coded IIA1.) A character might also assess the value of solving a problem as did Lupy in I Love Lupy: Licorice. (Coded IIA2.) And characters might assess the possibility of solving the problem at hand as in Sinbad and the Twenty Coins. (Coded IIA3.)

In treating a problem, a character might recall information explicitly presented earlier in the sketch as in Appliance Pull. (Coded IIB1.) Estimation and approximation both appear in solving the problem in Cartablanca. (Coded IIB2.) Measuring, gathering data, and checking resources appear in various episodes of Mathnet. (Coded IIB3.)

Throckmorton performs an interesting calculation in The Phoneymooners: Hole in the Wall, while Bobo manipulates objects to solve the problem of Bobo's Dilemma. (Coded IIb4.) Let's Do a Deal shows characters considering probabilities on the way to a solution. (Coded IIB5.) In Koatrak, characters use trial-and-error or guess-and-check to approach their problem. (Coded IIB6.)

The three stages of problem-solving behavior interweave with problem-solving heuristics modeled by characters as they solve their problems. One set of heuristics deals with problem representation. For example, Frank Lloyd Wrong used a scale model and drawing in The Wrong Building. (Coded IIC1a.) Superguy uses a gadget--a function machine--in Celebrity Kitchen. (Coded IIC1b.) He also uses a chart in Flying Down to Freezo. (Coded IIC1c.) A clerk uses a graph in Ice Cream Store: Calories (Coded IIC1d), while Marshmallow uses objects in Wooden Candy Bars (Coded IIC1e).

In transforming a problem, a character might reword or clarify the issue, as the judge did in Shoemaker and Elves. (Coded IIC2a.) A character might simplify the problem or find sub-goals or sub-problems, as did the girl in the animation Cat, Bird, Kibble. (Coded IIC2c.)

Other heuristics include looking for a pattern, as in Harry and Elmo (Coded IIC3a), looking for missing information, as in Spade Parade: Des Moines Duck (Coded IIC3b), and distinguishing between pertinent and extraneous information, as in Mathnet: Missing Monkey (Coded IIC3c). In reapproaching a problem, a character might change point of view or reevaluate previous assumptions, as in Elephants in Pens (Coded IIC4a.) Or a character might generate a new hypothesis, as did the Mathnet squad in many adventures. (Coded IIC4b.)

Following-up a problem involves discussing the reasonableness or precision of the results, as in Phoneymooners: Juggling the

Books. (Coded IID1.) Some segments involve a character who notes that an answer is not reasonable and returns either to formulate another problem or use another approach, as in Star Truck Bland Stand. Having found a solution, a character might look for another one, as in Mathwoman and Robert, the Boy Number (Coded IID2) or look for alternative ways to solve the problem, as in Superguy: The New Cape Caper (Coded IID3), or look for a related problem, as in Multi-Gloves (Coded IID4).

GOAL III ANALYSIS

Each of the seven areas of mathematics listed for Goal III is further divided as shown in the goal elaboration in Appendix A. Sub-categories are convenient to analyze the mathematical content of the segments. However, as we indicated earlier, they should not suggest any attempt to segregate mathematical ideas. In fact, many segments involve problems which cut across several areas.

The show rundowns in Appendix B include the three goal analyses for each segment. Consequently, one can find examples of each of the Goal III topics in the rundowns.

In our initial analysis of the segments, we attempted to distinguish between primary and secondary sub-category treatment, if any. We abandoned the distinction because in many cases it was difficult to make a clear case of primality. Moreover, to some extent, the mathematical content is a function of the viewer's experience and perception. For example, to a less sophisticated viewer, But Who's Counting? may appear as a game primarily involving place value, while a more experienced viewer may concentrate on its probabilistic aspects.

FURTHER ANALYSIS

Several pedagogical concerns fall outside the elaboration of the series' goals, but are important both as a summary of the content of the first season and as a guide to future production.

Calculator or computer use. These important tools are increasingly prevalent in the culture as well as in education. Mathematics educators are justly concerned about their appropriate use and incorporation into instruction. How to use them is not a specific concern of the series; characters use them when it is natural and appropriate. We noted each instance of calculator or computer use in the series, as in Million Dollar Give Away or Bureau of Missing Numbers.

Viewer participation. One learns mathematics by doing it. The series provides explicit invitations for direct participation, as in the game show But Who's Counting?, in which viewers are encouraged to play along. Other segments leave unanswered questions for consideration during intervening segments as in the Museum sequence or after the show as in Mathwoman and Robert, the Boy Number. We separately tallied segments that invite participation or leave unanswered questions.

Exhibiting mistakes. Mistakes can be instructive. They are inevitably part of problem solving and learning. Modeling appropriate behavior in the face of errors or mistakes is part of the design of the series. We counted all segments in which a character makes a mistake and corrects it, such as Whither Weather and Cosmic Carpets.

TALLIES

Season One comprises 75 shows with 765 segments, counting repeated segments. The seven segment formats occur with the following frequencies:

Studio Sketch	223
Animation	100
Mathnet Episode	75
Song	80
Game Show	28
Live Action Film	37
Bumper	222
Total	765

The charts and graphs below relate the treatment of the objectives and categories of the goals across the 765 segments.

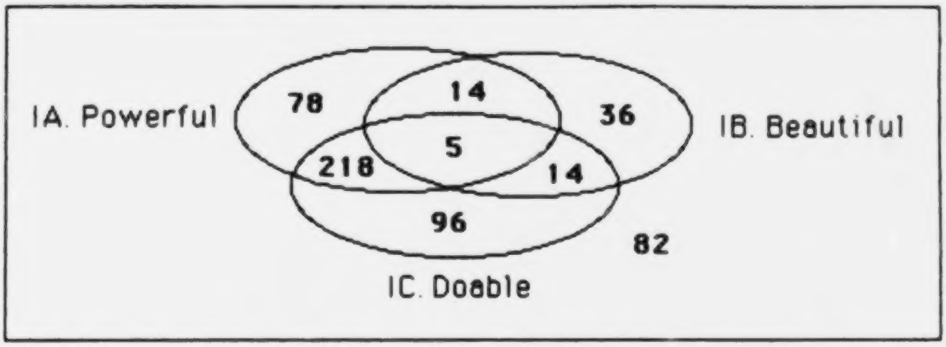
The length of a segment is not necessarily a measure of its mathematical or pedagogical significance. Longer sketches needing time for character or plot development may, in fact, be less tightly focused on a mathematical point than a brief animation. Moreover, longer sketches with richer problems may involve several areas of mathematics. It is not clear how one should apportion time across content.

Bumpers are typically not codable and so are excluded from consideration in the tallies. Their exclusion leaves a base of 543 segments for analysis.

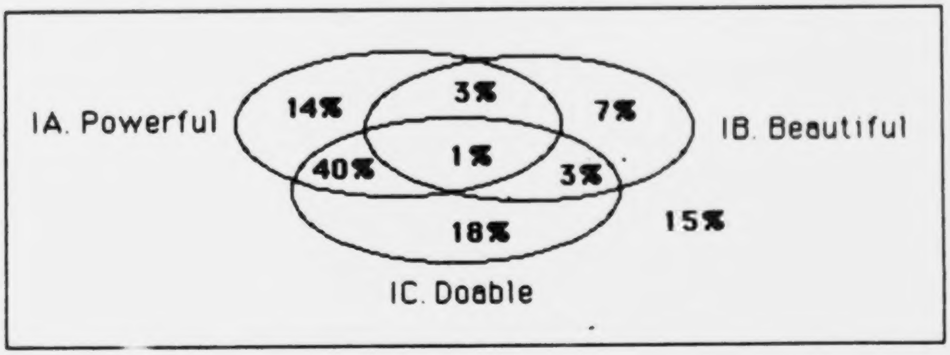
GOAL I TALLIES

Of the 543 codable segments, 461 (85%) satisfy one or more of the criteria for Goal I. The Venn diagrams below show the distribution in detail.

Raw numbers:

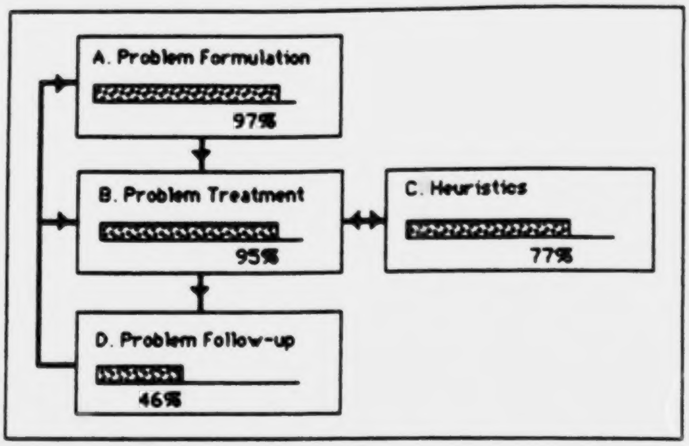

IA. Powerful
78
14
36
IB. Beautiful
218
5
14
96
82
IC. Doable

Percentages:


IA. Powerful
14%
3%
7%
IB. Beautiful
40%
1%
3%
18%
15%
IC. Doable

GOAL II TALLIES

Of the 543 codable segments, 274 are problem-solving segments, that is, they explicitly present a problem for solution within the segment. The diagram below, which is intended to recall the relations among the four aspects of problem solving, shows the percentage of segments which address each of the four principal Goal II objectives. Note that segments may meet more than one objective.

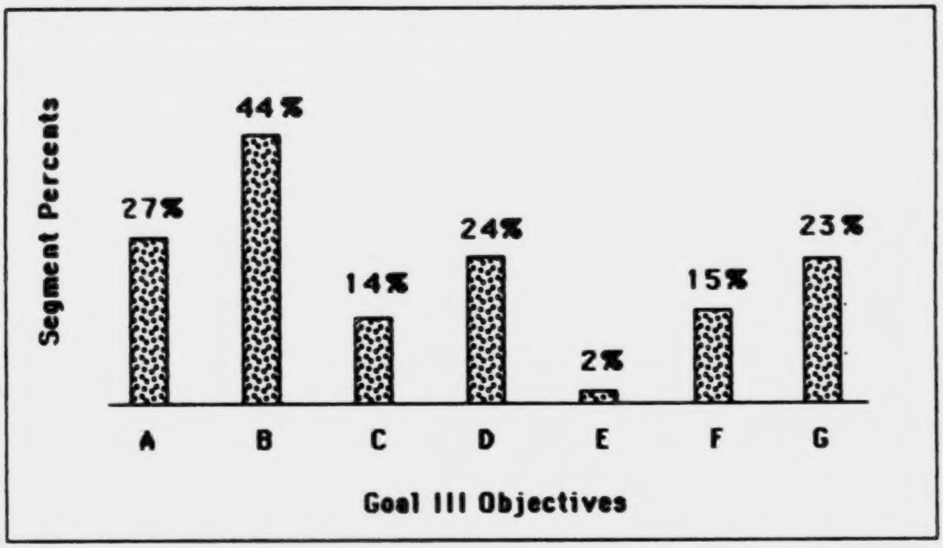


The matrix below records the number of segments that meet each sub-objective. For example, 268 segments meet sub-objective A1 (Recognize and state a problem).

	Subsection					
Objectives	1	2	3	4	5	6
A. Formulation	268 (97%)	74 (27%)	38 (14%)	—	—	
B. Treatment	93 (34%)	56 (20%)	113 (41%)	180 (65%)	24 (9%)	43 (16%)
C. Heuristics	170 (62%)	115 (42%)	46 (17%)	73 (26%)	—	—
D. Follow-up	103 (37%)	32 (12%)	14 (5%)	18 (7%)	—	—

GOAL III TALLIES

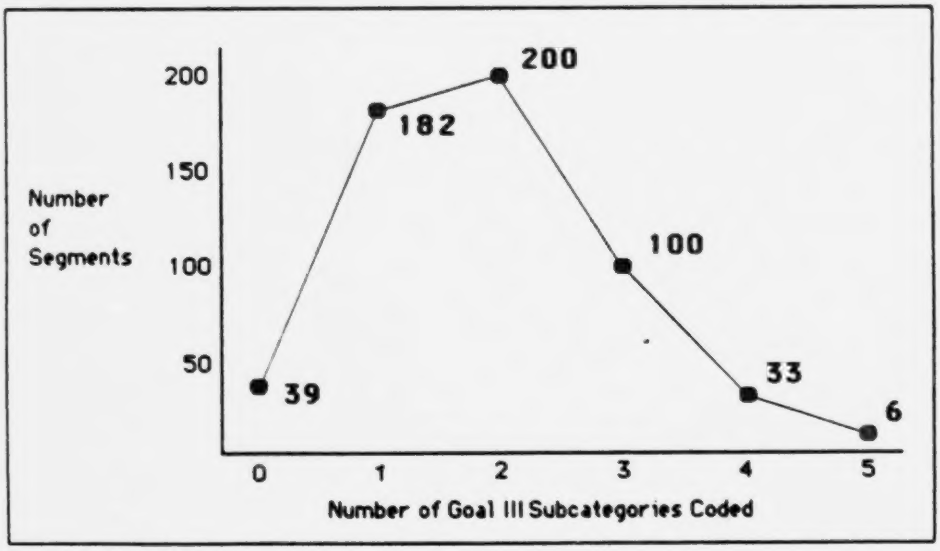
In addition to the 543 segments codable against the first two goals, 17 bumpers carry mathematical content independent of their surrounding segments. Thus the base for Goal III analysis of the shows consists of 560 segments. The bar graph below shows the distribution of Goal III coding across the seven mathematical categories listed under Goal III. Note that many segments involve more than one area of mathematics and hence the percentages add to more than one hundred.



The matrix below tallies the number of segments coded that involve each sub-category of the seven mathematical areas.

Objectives	Subsection						
	1	2	3	4	5	6	7
A. Numbers/ Counting	13	37	56	29	43	10	—
B. Arithmetic	162	69	32	28	29	—	—
C. Measurement	24	53	22	8	—	—	—
D. Functions	78	66	0	0	—	—	—
E. Combinatorics	9	0	2	—	—	—	—
F. Statistics/ Probability	13	5	3	40	12	29	—
G. Geometry	13	14	8	40	0	89	2

Mathematical Diversity. Many segments incorporate more than one area of mathematics. The graph below shows the mathematical diversity of the 560 segments coded for Goal III by reporting the number of multiply-coded segments according to multiplicities. For example, 100 segments involve mathematics of exactly three sub-categories. Of the total, 339 (61%) involve two or more areas of mathematics.



TALLIES OF FURTHER ANALYSIS

The table below shows the number of the 543 segments that involve the several pedagogical techniques discussed above.

Calculator use	24	4%
Computer use	37	7%
Invitation for direct viewer participation	97	18%
Unanswered questions	58	11%
Errors exhibited	179	33%

SUMMARY

This report has presented a complete analysis of the mathematical and pedagogical content of the 75 shows in SQUARE ONE TV's first season, relating that content to the three goals of the series: to promote positive attitudes toward, and enthusiasm for, mathematics; to encourage the use and application of problem-solving processes; and to present sound mathematical content in an interesting, accessible, and meaningful manner.

Goal I. Almost 85% of the segments of the series address Goal I by explicitly showing mathematics to be a powerful and widely applicable tool or an aesthetically pleasing subject, or by showing that it can be understood, used, and even invented, by non-specialists.

Goal II. Of the 272 problem-solving segments that appear in the course of the 75 shows, virtually all address Goal II by explicitly illustrating the formulation or treatment of problems.

Moreover, some 77% model the use of at least one problem-solving heuristic, and almost one-half incorporate the important stage of problem follow-up (by looking for alternative solutions or extending to related problems, for example).

Goal III. More than 93% of the segments address Goal III by incorporating one or more of the series' seven mathematical areas (numbers and counting; arithmetic of rational numbers; measurement; numerical functions and relations; combinatorics; statistics and probability; and geometry). Almost two-thirds involve more than one mathematical topic, thus reinforcing the interrelations among mathematical concepts.

APPENDIX A

SQUARE ONE TV

COMPLETE STATEMENT OF GOALS

SQUARE ONE TELEVISION--ELABORATION Of GOALS

GOAL I. To promote positive attitudes toward, and enthusiasm for, mathematics by showing:

- A. Mathematics is a powerful and widely applicable tool useful to solve problems, to illustrate concepts, and to increase efficiency.
- B. Mathematics is beautiful and aesthetically pleasing.
- C. Mathematics can be understood, used, and even invented, by non-specialists.

GOAL II. To encourage the use and application of problem-solving processes by modeling:

- A. Problem Formulation
    1. Recognize and state a problem.
    2. Assess the value of solving a problem.
    3. Assess the possibility of solving a problem.
- B. Problem Treatment
    1. Recall information.
    2. Estimate or approximate.
    3. Measure, gather data or check resources.
    4. Calculate or manipulate (mentally or physically).
    5. Consider probabilities.
    6. Use trial-and-error or guess-and-check.
- C. Problem-Solving Heuristics
    1. Represent problem: scale model, drawing, map; picture; diagram, gadget; table, chart; graph; use object, act out.
    2. Transform problem: reword, clarify; simplify; find subgoals, subproblems, work backwards.
    3. Look for: patterns; missing information; distinctions in kind of information (pertinent or extraneous).
    4. Reapproach problem: change point of view, reevaluate assumptions; generate new hypotheses.

D. Problem Follow-up

1. Discuss reasonableness of results and precision of results.
2. Look for alternative solutions.
3. Look for alternative ways to solve.
4. Look for, or extend to, related problems.

GOAL III. To present sound mathematical content in an interesting, accessible, and meaningful manner by exploring:

A. Numbers and Counting

1. Whole numbers.
2. Numeration: role and meaning of digits in whole numbers (place value); Roman numerals; palindromes; other bases.
3. Rational numbers: interpretations of fractions as numbers, ratios, parts of a whole or of a set.
4. Decimal notation: role and meaning of digits in decimal numeration.
5. Percents: uses; link to decimals and fractions.
6. Negative numbers: uses; relation to subtraction.

B. Arithmetic of Rational Numbers

1. Basic operations: addition, subtraction, division, multiplication, exponentiation; when and how to use operations.
2. Structure: primes, factors, and multiples.
3. Number theory: modular arithmetic (including parity); Diophantine equations; Fibonacci sequence; Pascal's triangle.
4. Approximation: rounding; bounds; approximate calculation; interpolation and extrapolation; estimation.
5. Ratios: use of ratios, rates, and proportions; relation to division; golden section.

C. Measurement

1. Units: systems (English, metric, non-standard); importance of standard units.

2. Spatial: length, area, volume, perimeter, and surface area.

3. Approximate nature: exact versus approximate, i.e., counting versus measuring; calculation with approximations; margin of error; propagation of error; estimation.

4. Additivity.

D. Numerical Functions and Relations

1. Relations: order, inequalities, subset relations, additivity, infinite sets.

2. Functions: linear, quadratic, exponential; rules, patterns.

3. Equations: solution techniques (e.g., manipulation, guess-and-test); missing addend and factor; relation to construction of numbers.

4. Formulas: interpretation and evaluation; algebra as generalized arithmetic.

E. Combinatorics and Counting Techniques

1. Multiplication principle and decomposition.

2. Pigeonhole principle.

3. Systematic enumeration of cases.

F. Statistics and Probability

1. Basic quantification: counting; representation by rational numbers.

2. Derived measures: average, median, range.

3. Concepts: independence, correlation; "Law of Averages."

4. Prediction: relation to probability.

5. Data processing: collection and analysis.

6. Data presentation: graphs, charts, tables; construction and interpretation.

G. Geometry

1. Dimensionality: one, two, three, and four dimensions.

2. Rigid transformations: transformations in two and three dimensions; rotations, reflections, and translations; symmetry.

3. Tessellations: covering the plane and bounded regions; kaleidoscopes; role of symmetry; other surfaces.

4. Maps and models in scale: application of ratios.

5. Perspective: rudiments of drawing in perspective; representation of three-dimensional objects in two dimensions.

6. Geometrical objects: recognition; relations among; constructions; patterns.

7. Topological mappings and properties: invariants.

APPENDIX B

SQUARE ONE TV

SEASON ONE RUNDOWNS

Reading the Show Rundowns

The following show rundowns are organized by weeks, 1-15. The entries include descriptive data from the production data base.

Line one:
- Show number--the first digit signifies season one;
- Item number--the serial number of the segment in its show;
- Title;
- Production number--unique to each segment;
- Length--the running time of the segment.

Line two:
- Brief description--included for all but bumpers[1];
- Item format--a three-letter code:

ANI	animation
BUM	bumper
GAM	game show
LAF	live-action film
NET	Mathnet episode
PAR	continuation of a multi-part segment
SON	song
STU	studio sketch

Last line:
- Goal I classification;
- Goal II classification;
- Goal III classification;
- Problem-solving notation--R stands for "yes".

Example: On the first page of the rundowns for week one, we have, for show number 101, item 2, a song (SON) entitled Infinity, listed with its brief description, Goal I coding of "B C", and its Goal III coding of "D1 B1". It does not admit Goal II coding because it does not qualify as a problem-solving segment.

Note: "-0-" signifies either that a brief description is not necessary or that the segment does not address a particular goal. The goal content of continuations of multi-part segments (PAR) is ordinarily coded under the first part. Hence the goal classifications for segments marked "PAR" are "-0-".

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[1] A bumper is a segue between segments of a show, such as a Newsroom Interrupt.

SQUARE ONE TV: WEEK 1

101- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

101- 2 INFINITY (SONG) 10230 3:18
The song introduces the idea that there is no largest number. The graphics suggest several infinite collections to support the song. SON

GOAL 1:B C GOAL 2:-0- GOAL 3:D1 B1 (X)

101- 3 (INFINITY) NEWSROOM INTERRUPT 16620 :10
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

101- 4 MATHMAN: MULTIPLES OF 3 15630 1:21
Mathman plays a video game in which he must eat only multiples of 3. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:B2 (X)

101- 5 PHONER: THE ANSWER IS THREE 15970 2:23
Arthur has a one-sided telephone conversation in which he chooses a number and performs a series of operations that always give him the answer of 3. STU

GOAL 1:A C GOAL 2:-0- GOAL 3:D2 B1 (X)

101- 6 INFINITY REPRISE: 1 10231 :02
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

101- 7 BATTLE OF THE BULGE CATERERS: SANDWICHES 11460 4:41
The Battle of the Bulge Catering Company must make more than 11 different sandwich combinations from two meats and three cheeses. The problem introduces the multiplication principle from combinatorics STU

GOAL 1:A C GOAL 2:A1 A2 A3 B6 D1 C1e C2c C4a GOAL 3:E1 D2 (R)

101- 8 OOPS! SUBTRACTION 300 - 163 16610 1:27
A confused engineer makes a 'borrowing' mistake in a subtraction problem and causes a stock-footage plane crash. STU

GOAL 1:A GOAL 2:A1 A2 B4 GOAL 3:A2 B1 (R)

101- 9 (INFINITY: 2) NEWSROOM INTERRUPT 16621 :02
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

101-10 (PERFECT SQUARES INTRO) LOGO 16570 :03
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

101-11 PERFECT SQUARES 13140 3:25
A blues band sings about square numbers and graphically suggests their connection to geometry. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:B2 B1 (X)

101-12 BUREAU OF MISSING NUMBERS: 14 15930 1:59
Terry Ryan, an FBI type, takes information pertaining to the number 14 and inputs this information into her computer. These characteristics include factors, whether or not it is prime or square, etc. STU

GOAL 1:A GOAL 2:A1 B3 B4 C2c GOAL 3:B2 B1 (R)

101-13 INFINITY REPRISE:2 10232 :02
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

101-14 MATHNET:PROBLEM OF THE MISSING MONKEY-1 11031 8:05
The Mathnetters investigate a series of burglaries allegedly committed by a monkey that escaped from the zoo. NET

GOAL 1:C GOAL 2:A1 A2 B2 B3 C4a C4b GOAL 3:C3 D1 (R)

101-15 INFINITY REPRISE:3 10233 :03
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

102- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

102- 2 STAR TRUCK BLANDSTAND 13130 7:34
Space travellers find themselves contestants on a game show, rating songs. The song with the highest average score wins. The characters learn that an average cn't be higher than the highest score. STU

GOAL 1:A C GOAL 2:A1 A2 B4 D1 D2 C1c C2a GOAL 3:F5 F6 F2 B1 B4 (R)

102- 3 (BLANDSTAND) NEWSROOM INTERRUPT:18 13131 :12
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

102- 4 RAPPIN' JUDGE 14740 2:40
A judge raps his decision that a girl on a skateboard could not have committed the crime because she could not have travelled 8 miles in 2 hours if she were only going 3 miles per hour. STU

GOAL 1:A C GOAL 2:A1 B1 B3 B4 D1 C1a GOAL 3:B5 C2 B1 (R)

102- 5 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

102- 6 BLACKSTONE: DIME, PENNY, NICKEL 15537 2:04
Blackstone uses a fundamental property of even and odd numbers to correctly identify which hand holds the dime and which holds the penny. His follow-up trick depends on psychology--not mathematics. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:B3 B1 (X)

102- 7 (NINES INTRO) LOGO 17530 :08
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

102- 8 NINES 15870 2:34
The cast sings a country music tune expressing the idea that the sum of the digits of any multiple of 9 always add up to 9 or a multiple of 9. SON

GOAL 1:B C GOAL 2:-0- GOAL 3:B2 D2 B1 (X)

102- 9 WARNING 5 (UNDERSTAND KIND OF SOLUTIONS) 17585 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

102-10 MAP, THE 14050 1:27
An older boy and his little brother use a map scale to estimate distance and travel time. LAF

GOAL 1:A C GOAL 2:A1 A3 B2 B3 B4 D1 C1a GOAL 3:G4 C3 B1 (R)

102-11 MATHNET:PROBLEM OF THE MISSING MONKEY-2 11032 9:40
In their continued search for a missing monkey, the Mathnetters come across information presented in a circle graph and use a map and compass to estimate the approximate location of the gorilla. NET

GOAL 1:A C GOAL 2:A1 B1 B2 B3 B4 B5 C1a GOAL 3:G4 C3 B1 E1 (R)

103- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

103- 2 SPADE PARADE: IN SEARCH OF YUCCA PUCK -1 15901 2:45
Spade Parade takes on the case of Vanessa Van Vandervan who has hired 3 consultants to tell her the route to the Yucca Puck. She doesn't know which one tells the truth, which lies, and which does both
STU

GOAL 1:A C GOAL 2:A1 A2 A3 B1 B3 D2 C1a C1e C3b GOAL 3:E3 (R)

103- 3 MATHMAN: DECIMALS LESS THAN .5 15690 1:19
Mathman plays a video game in which he must eat only decimal fractions less than .5.
ANI

GOAL 1:C GOAL 2:-0- GOAL 3:A4 D1 (X)

103- 4 SPADE PARADE: IN SEARCH OF YUCCA PUCK -2 15902 2:32
Spade Parade solves the case by asking several questions to sort out a declared liar, a truth-teller, and a third who sometimes tells the truth and sometimes lies.
PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

103- 5 LESS THAN ZERO 14150 2:05
This song presents a diving, dance, skating, and hammer-throw competition to show arithmetic realizations of negative numbers.
SON

GOAL 1:C GOAL 2:-0- GOAL 3:A6 D1 (X)

103- 6 (GAME SHOW) LEAD IN 17260 :08
-0-
BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

103- 7 BUT WHO'S COUNTING: 1 12111 5:48
Contestants arrange five randomly chosen digits in an attempt to form the smallest possible 5 digit number. To play, they must apply some knowledge of place value and probability.
GAM

GOAL 1:A C GOAL 2:A1 B4 D2 C1b C2c GOAL 3:A2 D1 F4 (R)

103- 8 DATA HEADACHE II 14312 1:32
A cab driver uses a pie chart to organize his business expenses and rid himself of a data headache. STU

GOAL 1:A GOAL 2:-0- GOAL 3:F6 (X)

103- 9 VO: HOW MUCH LEFT 17293 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

103-10 YOU CAN COUNT ON IT 16680 1:58
This song presents various ways that math shows up in the world. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:C1 (X)

103-11 WARNING 3 (REMAIN CALM) 17583 :12
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

103-12 MATHNET:PROBLEM OF THE MISSING MONKEY-3 11033 8:18
The Mathnetters continue looking for the monkey, measuring the distance between footprints and using a map to figure distance, rate, and time. NET

GOAL 1:A C GOAL 2:A1 B1 B2 B3 B4 C1a C4a GOAL 3:G4 B5 (R)

104- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

104- 2 (TONY AND THE TOGAS INTRO) LOGO 17520 :05
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

104- 3 TONY AND THE TOGAS 12100 6:25
A Phoenician singer finds himself recording a song in Rome and learns about Roman numerals in the process. SON

GOAL 1:-0- GOAL 2:-0- GOAL 3:A2 (X)

104- 4 OOPS! RULER 16780 1:11
A confused character causes a great accident when he fails to line up his ruler properly. STU

GOAL 1:A GOAL 2:A1 A2 B3 D1 GOAL 3:C2 (R)

104- 5 WRONG BUILDING 11310 4:30
Frank Loyd Wrong, the architect, ignores the importance of proper scaling in planning and constructing a building. STU

GOAL 1:A C GOAL 2:A1 B3 B4 D1 D4 C1a C2a C2b C3b C4a GOAL 3:G4 C2 (R)

104- 6 LOGO 5 GENERIC (LUISA) 17370 :07
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

104- 7 SHOEMAKER & ELVES 11850 3:39
A shoemaker wants to sue his elves for failing to interpret the scale of a plan correctly. Instead of a 1:2 ratio, they use a 2:1 ratio. STU

GOAL 1:A C GOAL 2:A1 A2 A3 B4 D1 C1a C1e C2a C4a GOAL 3:G4 B5 A3 (R)

104- 8 COMIC: SHRUNKEN TOOTHBRUSH 13510 2:29
A comic mistakenly believes that the entire scale of the world has been altered when he unknowingly sticks his head into his daughter's dollhouse. STU

GOAL 1:-0- GOAL 2:A1 A3 D1 GOAL 3:G4 B5 (R)

104- 9 MATHNET:PROBLEM OF THE MISSING MONKEY-4 11034 8:17
The Mathnetter's recognize that, sometimes, one must look at a problem from a different point of view -- and so hypothesize that they are searching for a gorilla and a man in a monkey suit. NET

GOAL 1:C GOAL 2:A1 B1 B3 C1a C3a C4a C4b GOAL 3:-0- (R)

105- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

105- 2 PRIME TIME PROGRAMMING MEETING 12040 3:58
A group of television executives meet to discuss next season's programs - whose titles must contain only prime numbers. STU

GOAL 1:C GOAL 2:-0- GOAL 3:B2 (X)

105- 3 PERCENTS 15380 2:25
This glitzy song expresses the relations among percents, fractions, and decimals. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:A5 A3 A4 (X)

105- 4 SODA SHOPPE 16100 :50
Two customers use an easy way to compute a ten percent tip, which they then round up to the nearest ten cents. LAF

GOAL 1:A C GOAL 2:A1 A2 B2 B4 GOAL 3:A5 A4 B4 (R)

105- 5 VO: STOP COMPLAINING (ANS.) 17314 :05
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

105- 6 TROUT ON YOUR HEAD 14010 1:10
This commercial uses a horizontal bar graph to illustrate that most quacks sampled suggest putting a trout on one's head as a headache remedy. STU

GOAL 1:A C GOAL 2:A1 B3 D1 C1d GOAL 3:F6 A5 (R)

105- 7 BUT WHO'S COUNTING: 2 — 12112 — 6:54 GAM

Contestants arrange six randomly chosen digits in an attempt to form two 3-digit numbers with the largest possible sum. To play, they must apply some knowledge of place value and probability.

GOAL 1:A C — GOAL 2:A1 B4 B5 D1 D2 C1b C2c — GOAL 3:A2 D1 F4 — (R)

105- 8 (VERY NICE) NEWSROOM INTERRUPT:26 — 14551 — :19 BUM

-0-

GOAL 1:-0- — GOAL 2:-0- — GOAL 3:-0- — (-)

105- 9 MATHNET:PROBLEM OF THE MISSING MONKEY-5 — 11035 — 10:01 NET

George climbs atop the Hollywood sign, and the Mathnetters successfully solve the problem of the missing monkey -- putting both the gorilla and the thief behind bars.

GOAL 1:-0- — GOAL 2:A1 B1 D1 C4a — GOAL 3:-0- — (R)

SQUARE ONE TV: WEEK 2

106- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

106- 2 ROBIN HOOD 11640 6:08
Robin Hood competes in an archery contest that allows 6 arrows to get the highest odd score. With a target containing only odd zones, Robin has his last arrow miss the target to ensure an odd score. STU

GOAL 1:A C GOAL 2:A1 A2 A3 B4 D1 C1e C2a C2c C4a GOAL 3:B3 B1 (R)

106- 3 CABOT & MARSHMALLOW: HEY CABOT 14090 1:45
Cabot offers to pay Marshmallow nothing for 5 days to repay a 5 dollar bet before Marshamllow recognizes that zero times any number is zero. STU

GOAL 1:-0- GOAL 2:A1 B3 B4 D1 D2 C2a GOAL 3:B1 (R)

106- 4 PERSON ON THE STREET: DODECAHEDRON 13002 1:15
The Person on the Street Interviewer asks a variety of people what a dodecahedron is. LAF

GOAL 1:C GOAL 2:-0- GOAL 3:G6 (X)

106- 5 DANCE OF THE GEO SHAPES:DODECAHEDRON 13606 :20
Computer graphics illustrate and highlight a dodecahedron as it rotates in space. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G6 G1 (X)

106- 6 (BUT WHO'S COUNTING T.S.) LOGO 17540 :07
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

106- 7 BUT WHO'S COUNTING - TEST SHOW 10150 5:17
Contestants arrange five randomly chosen digits in an attempt to form the largest possible 5 digit number. To play, they must apply some knowledge of place value and probability. GAM

GOAL 1:A C GOAL 2:A1 B4 D2 C1b C2c GOAL 3:A2 D1 F4 (R)

106- 8 DISCLAIMER: ANGLES 10911 :08
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:G6 (-)

106- 9 ANGLE DANCE 10180 2:23
The rock group Plane Geometry sings a song about angles and uses body movement to illustrate angles, as well. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:G6 (X)

106-10 PLAYING THE ANGLE 15330 3:00
Nancy Lieberman, the first woman to play professional basketball, talks about and demonstrates the mathematics involved in basketball. She cites angles and parabolas, in particular. LAF

GOAL 1:A C GOAL 2:A1 A2 A3 B2 B5 GOAL 3:G6 F4 C2 A3 A5 (R)

106-11 PONG GAME 15180 :19
This animation illustrates billiard geometry and shows a ball rebounding from wall to wall before finally exiting the one opening. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G2 G6 (X)

106-12 MATHNET-CASE OF THE MISSING BASEBALL-1 10540 6:27
The Mathnetters investigate a missing baseball by determining the angle at which it would have rebounded off a billboard. NET

GOAL 1:A GOAL 2:A1 B1 B3 B4 C1a C2c GOAL 3:G6 G4 (R)

SQUARE ONE TV: WEEK 2

107- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

107- 2 IDENTITY CRISIS 10090 4:38
The number Zero visits a psychiatrist who cures his identity crisis by stressing the role zero plays in place value and multiplication. STU

GOAL 1:C GOAL 2:-0- GOAL 3:A2 A4 B1 D1 (X)

107- 3 (LEMONADE STAND INTRO) LOGO 17460 :07
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

107- 4 LEMONADE STAND IN THE DESERT 14340 2:46
Shari Belafonte Harper runs a lemonade stand that sells lemonade for 26% of one dollar. She and Arthur discuss percent and decimal relations - especially as they pertain to money. STU

GOAL 1:A C GOAL 2:A1 B4 C2a GOAL 3:A5 D1 A3 (R)

107- 5 EIGHT PERCENT OF MY LOVE 11480 2:47
Cris uses percentages to sing about the various ways his love is divided. As Cris mentions a percentage, a drummer displays the corresponding wedge of a pie chart. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:A5 F6 (X)

107- 6 MATINEE MOVIE PROMO 12631 :21
Shirly Schlemmer asks her viewing audience to tune into "Cartablanca", today's Matinee Movie. BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

107- 7 VO: DON'T DESPAIR 17325 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

107- 8 HARRY'S HAMBURGER HAVEN 14240 2:27
As the characters attempt to shoot a commercial for STU
Harry's Hamburger Haven, they note the equivalence of
decimal, fraction, and percent.

GOAL 1:C GOAL 2:-0- GOAL 3:A4 A5 A3 (X)

107- 9 MATINEE MOVIE: CARTABLANCA 12630 6:20
As three characters attempt to leave Cartablanca by STU
plane, an Inspector rounds up their weights to make
sure that they do not exceed the maximum load.

GOAL 1:A GOAL 2:A1 A2 B2 B4 D1 GOAL 3:B4 B1 (R)

107-10 YES, GENERAL, SIR 12960 1:52
A private demonstrates the six different was one can STU
order the three words 'yes', 'general', and 'sir.'
She also demonstrates this visually by arranging 3
fruits - apple, pear, and orange.

GOAL 1:C GOAL 2:A1 B4 D1 D4 C1e GOAL 3:E1 (R)

107-11 MATHNET-CASE OF THE MISSING BASEBALL-2 10630 5:23
The Mathnetters gather facts and use logical NET
reasoning to determine the whereabouts of a missing
house.

GOAL 1:A GOAL 2:A1 B1 B3 C1a C1e GOAL 3:G4 (R)
C4a C4b

108- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

108- 2 SUDS: POPCORN 10080 3:38
Arthur learns that doubling the length, width, and STU
depth of a box increases its volume eight times.

GOAL 1:A C GOAL 2:A1 B1 B4 D1 D3 GOAL 3:C2 C1 D2 (R)
C1e C2a C4a

108- 3 OOPS! DECIMALS 16770 1:38
A confused doctor forgets to line up the decimals in a 3-digit addition problem and causes a stock-footage disaster. STU

GOAL 1:A GOAL 2:A1 A2 B4 D1 GOAL 3:A4 B1 (R)

108- 4 LOGO 6 GENERIC (LUISA) 17380 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

108- 5 CABOT & MARSHMALLOW: WOODEN CANDY BARS 14820 2:20
Cabot uses 3 differently shaped rectangular wooden blocks to illustrate that objects with different dimensions can still have the same volume. STU

GOAL 1:A C GOAL 2:A1 A2 B2 B3 B4 C1e C2a C4a GOAL 3:C2 C1 (R)

108- 6 COUNTRY AND WESTERN MUSIC PITCH 15450 1:56
Two country and western singers recount the titles of their greatest hits, all of which make mention of relations involving fractions. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:A3 D1 (X)

108- 7 TESSELLATIONS 15810 3:15
A boppy beach tune illustrates the concept of tessellation as surfers cover their boards and the beach with repeating geometric shapes. SON

GOAL 1:B GOAL 2:-0- GOAL 3:G3 G6 (X)

108- 8 BUT WHO'S MULTIPLYING: 12 16941 5:33
Two contestants attempt to cover three numbers in a row by selecting factors of these numbers from the Factor Board and calling out the resultant product. GAM

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 B2 D1 F4 (R)

108- 9 MATHMAN: FACTORS OF 18 15570 1:12
Mathman plays a video game in which he must eat all numbers that are factors of 18. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:B2 (X)

108-10 GROANING WALL II 11872 1:09
The cast tells each other riddles, all of which have a mathematical theme. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (X)

108-11 MATHNET-CASE OF THE MISSING BASEBALL-3 10670 6:17
The Mathnetters continue their search for the missing house, using a database to access information about a pair of glasses that have turned up on the property. NET

GOAL 1:A GOAL 2:A1 B1 B3 C1a C2c C3a GOAL 3:F4 A9 (R)

109- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

109- 2 DISCLAIMER: ODD NUMBERS 17600 :08
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:B2 (-)

109- 3 PHONEYMOONERS: HOLE IN THE WALL 13930 7:00
Alph and Throckmorton must estimate how many bricks they need to repair a hole in the wall caused by Alph's bowling ball. They draw a diagram to figure out the area of this irregular shape. STU

GOAL 1:A C GOAL 2:A1 A2 A3 B4 D1 C1b C4a GOAL 3:C2 C1 G4 B1 (R)

109- 4 NEWSROOM INTERRUPT:24(AREA IRREG.SHAPE 16920 :11
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

109- 5 NAVIGATOR 15320 3:47
A female navigator in the New York harbor talks about LAF
how she uses maps to chart her course.

GOAL 1:A GOAL 2:A1 A2 B3 B4 C1a GOAL 3:C2 G4 G6 (R)

109- 6 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

109- 7 BLACKSTONE: HEADS OR TAILS 15535 2:54
After a spectator has turned over pairs of coins from STU
a pile of 10 dimes, Blackstone uses the principle of
parity to correctly determine whether a covered coin
is heads or tails.

GOAL 1:-0- GOAL 2:-0- GOAL 3:B3 (X)

109- 8 X...IT'S THE SIGN OF THE TIMES 13580 3:33
The cast gives a Hispanic flavor to this song about SON
the multiplication symbol.

GOAL 1:A C GOAL 2:-0- GOAL 3:B1 (X)

109- 9 MATHMAN: ODD NUMBERS 15580 1:12
Mathman plays a video game in which he must eat only ANI
odd numbers.

GOAL 1:C GOAL 2:-0- GOAL 3:B3 (X)

109-10 MATHNET-CASE OF THE MISSING BASEBALL-4 10710 7:42
The Mathnetters determine the worth of stolen gold NET
bars as they piece together a picture of the man who
may have stolen the house. They also use a map to
determine the range a helicopter could fly.

GOAL 1:A B GOAL 2:A1 B1 B2 B3 B4 GOAL 3:B4 G4 C3 (R)
B5 C1a C2c C3a B5

110- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

110- 2 SUPERGUY STANDARD OPEN 11420 :37
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

110- 3 SUPERGUY: NEW CAPE CAPER - 1 11431 3:10
Super Guy wonders how many outfits he can make from 3 belts and 3 capes. Using combinatorics, he develops a systematic way of counting and combining results. STU

GOAL 1:A C GOAL 2:A1 A3 B4 D3 C1e C3a C3b GOAL 3:E1 D2 B1 (R)

110- 4 CALVIN KLEIN BOY 16140 1:23
Dweezil Zappa discovers the meaning of combinatorics when he determines how many possible outfits he can make from a certain number of pants, shirts, and sweaters. LAF

GOAL 1:C GOAL 2:-0- GOAL 3:E1 (X)

110- 5 SUPERGUY: NEW CAPE CAPER - 2 11432 3:40
Using combinatorics, Superguy lays out all the possible combinations for 3 belts and 3 capes. He gets 9 outfits and recognizes that he could have multiplied the numbers of capes and belts instead. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

110- 6 VO: HOW MUCH LEFT 17295 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

110- 7 MISTAKES 10200 2:18
This song uses a vaudeville setting to convey the message that everyone makes mistakes and everyone learns from mistakes. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:-0- (X)

110- 8 BUILDING GO BOOM 12130 2:07
A con-artist attempts to sell a 12 story building (with 10 ft. between stories) to a country bumpkin before the building's scheduled demolition. LAF

GOAL 1:C GOAL 2:-0- GOAL 3:B1 C1 (X)

110- 9 (ICE CREAM) LOGO 16630 :07
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

110-10 ICE CREAM STORE: CALORIES 10130 3:10
A dieting woman enters an ice cream store run by a Valley Boy who uses a bar chart and percents to compare the calories of the various frozen treats. STU

GOAL 1:A C GOAL 2:A1 B3 D1 C1d GOAL 3:A5 A3 D1 F6 (R)

110-11 (ME AND MY SHADOW INTRO) LOGO 17470 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

110-12 ME AND MY SHADOW 13660 2:36
Debbie Allen discusses dimensionality by comparing her own 3-dimensionality with the 2-dimensionality of her shadow. STU

GOAL 1:C GOAL 2:-0- GOAL 3:G1 C2 (X)

110-13 MATHNET-CASE OF THE MISSING BASEBALL-5 10760 6:41
The Mathnetters use a floorplan to successfully locate the missing baseball. NET

GOAL 1:-0- GOAL 2:A1 B1 C1a C3b GOAL 3:G4 G6 (R)

111- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

111- 2 NEWSROOM INTERRUPT: 7 (PROBAB. COIN TOSS 16910 :21
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:F4 (-)

111- 3 CABOT & MARSHMALLOW: PROBABILITY - 1 15471 1:41
Cabot and Marshmallow discuss the meaning of a probability of one as Marshmallow creates a situation where any outcome results in a win for Cabot. STU

GOAL 1:C GOAL 2:A1 B1 B5 D1 C2a GOAL 3:F1 D1 (R)

111- 4 ON THE MIDWAY 14320 1:42
Freddy Kohler exposes the unequal probability of winning a game in which 3/4 of the spinner is one color and 1/4 of the spinner is another color. STU

GOAL 1:A C GOAL 2:A1 B1 D1 C1e GOAL 3:F4 F1 A3 (R)

111- 5 (C & M: PROBABILITY INTRO) WARNING 17610 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

111- 6 CABOT & MARSHMALLOW: PROBABILITY - 2 15472 2:19
Cabot and Marshmallow discuss the meaning of a probability of zero after Cabot tricks Marshmallow by playing the shell and the pea game -- without the pea. STU

GOAL 1:A C GOAL 2:A1 A3 B5 D1 C1e GOAL 3:F1 (R)

111- 7 GHOST OF A CHANCE 11950 4:20
At a haunted house, a pizza delivery boy finds himself in several threatening situations -- each of which has a different probability of escape. SON

GOAL 1:A C GOAL 2:A1 A2 B5 B6 GOAL 3:F1 F3 (R)

111- 8 LOGO 13 GENERIC (BEV) 17450 :08
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

111- 9 HANDSHAKE CONTEST 12551 4:27
The Wide Wide World of Sports You Never Heard Of covers a Handshake Competition where the newscasters learn that the number of handshakes will always be a triangular number. STU

GOAL 1:A C GOAL 2:A1 A3 B4 D3 C1b C2c C3a GOAL 3:B2 D2 D1 (R)

111-10 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

111-11 BLACKSTONE: MENTAL SPELLER 13442 2:02
Blackstone asks the cast to choose an object on the table and uses the number of letters in its name as a clue to identifying it. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 (X)

111-12 MATHNET:PROBLEM OF THE PASSING PARADE-1 11011 9:51
In anticipation of a rock star's visit, the Mathnetters calculate how much time a parade will take, estimate crowd size, and approximate the number of officers needed for crowd control. NET

GOAL 1:A GOAL 2:A1 A2 B2 B3 B4 B6 D1 C1a C2c GOAL 3:B4 B1 B5 G4 (R)

112- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

112- 2 (PAPER RACE INTRO) LOGO 17480 :03
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

112- 3 PAPER RACE 12600 5:38
Ned Flimsy visits his law professor who has him round up the costs of his books to estimate whether he has enough money. STU

GOAL 1:A C GOAL 2:A1 B2 B3 B4 D1 C1b C2b C2c GOAL 3:B4 B1 A4 (R)

112- 4 BURGER PATTERN 12140 3:16
The Fat Boys use hamburgers to illustrate a triangular number pattern. SON

GOAL 1:A GOAL 2:A1 B4 D1 C1b C3a GOAL 3:D2 D1 B1 (R)

112- 5 BUT WHO'S COUNTING: 6 12116 5:48
Contestants arrange 5 randomly chosen digits to create a 3 digit plus 2 digit addition problem. The largest sum wins. Contestants must apply some knowledge of place value and probability to play. GAM

GOAL 1:A C GOAL 2:A1 B4 D2 C1b C2c GOAL 3:A2 D1 F4 (R)

112- 6 (PALINDROME INTRO) LOGO 17620 :12
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

112- 7 IT'S A PALINDROME 14110 2:53
A tango dance serves as the backdrop for a song about the definition and generation of palindromes -- numbers that read the same backwards and forwards. SON

GOAL 1:C GOAL 2:-0- GOAL 3:A2 (X)

112- 8 MATHNET:PROBLEM OF THE PASSING PARADE-2 11012 9:07
In their attempt to find a kidnapped rock star, the Mathnetters tip a bottle with liquid in it to recreate a mountain's angle of incline. They also use musical beats to keep track of time. NET

GOAL 1:A C GOAL 2:A1 B1 B2 B3 B6 C1e C2c GOAL 3:C3 G6 G4 (R)

113- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

113- 2 GROANING WALL I 11871 1:15
The cast tells each other riddles -- all of which have a mathematical theme. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (X)

113- 3 SAMURAI MATHEMATICIAN 14490 3:11
A samurai warrior breaks similar sized boards into different numbers of equal-sized pieces to prove that the more fractional pieces you divide an object into, the smaller those pieces will be. STU

GOAL 1:C GOAL 2:A1 B4 D4 C1e C2a C2c C3a GOAL 3:D1 A3 (R)

113- 4 DIET LITE WET 14230 3:22
As the characters attempt to shoot a commercial for Diet Lite Wet, they note the equivalence of fraction, decimal,and percent. STU

GOAL 1:A C GOAL 2:-0- GOAL 3:A3 A5 A4 (X)

113- 5 MATHMAN: EQUIVALENT FRACTIONS (1/3) 15650 1:24
Mathman plays a video game in which he must eat only fractions equivalent to 1/3. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:A3 (X)

113- 6 ACTION AT THE FRACTION BAR 13250 2:24
This music video takes place at the futuristic Fraction Bar and uses vocabulary words associated with fractions. It also mentions the relation between fractions, decimals, and percents. SON

GOAL 1:-0- GOAL 2:-0- GOAL 3:A3 A4 A5 (X)

113- 7 (FRACTIONAL BASEBALL) LEAD IN 17490 :05
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

113- 8 GOOD SPORTS: FRACTIONAL BASEBALL 10020 3:45
Good Sports visits a Fractional Baseball game which is played much like regular baseball - except that a player receives 1/4 each time he gets on base. One adds the fractions to compute the score. STU

GOAL 1:C GOAL 2:-0- GOAL 3:A3 D1 B1 (X)

113- 9 VO: STOP COMPLAINING 17312 :07
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

113-10 OOPS! DIVISION 6 INTO 4212 16750 1:50
A confused scientist fails to acknowledge place value and makes a long division mistake that causes a stock-footage disaster. STU

GOAL 1:A GOAL 2:A1 A2 B4 D1 GOAL 3:A2 B1 (R)

113-11 MATHNET:PROBLEM OF THE PASSING PARADE-3 11013 10:06
As they gather clues to the kidnapping case, the Mathnetters attempt to decode a message, use a car registration database, and measure the width and tread of a car tire. NET

GOAL 1:A C GOAL 2:A1 A2 B1 B3 C1b C2c C3a C4b GOAL 3:C2 (R)

114- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

114- 2 (C & M: WHAT IS A NAME) LOGO 17500 :05
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

114- 3 CABOT & MARSHMALLOW: WHAT IS A NAME 14170 3:33
Cabot and Marshmallow carry on a 'Who's On First' conversation and combine logic with rates to calculate how long it will take Marshmallow's blind date to arrive. STU

GOAL 1:A C GOAL 2:A1 A2 B1 B4 D1 C2c C3c GOAL 3:B4 B5 B1 (R)

114- 4 (WHITHER WEATHER) NEWSROOM INTERRUPT:16 13121 :08
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

114- 5 WHITHER WEATHER 13120 4:27
A television meteorologist meaures the snowfall in 6 different areas before calculating an average snowfall. STU

GOAL 1:A C GOAL 2:A1 B3 B4 D1 C1d C1e C2a GOAL 3:F2 B1 D1 (R)

114- 6 WARNING 1 (ASK A FRIEND) 17581 :10
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

114- 7 SQUARE SONG 13620 2:32
This song deals with the geometrical properties of squares. Computer graphics aid greatly in illustrating the geometry of a square. SON

GOAL 1:A B C GOAL 2:-0- GOAL 3:G6 (X)

114- 8 STATION PROMO (LARRY) 14265 :04
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

114- 9 PERSON ON THE STREET: RHOMBUS 13003 1:27
The Person On the Street interviewer asks a variety of people what a rhombus is. LAF

GOAL 1:C GOAL 2:-0- GOAL 3:G6 (X)

114-10 BLACKSTONE: THE IMAGINATION DICE 15530 3:05

Blackstone performs a number trick that works for any number less than 10: double it, add 2, multiply it by 5, subtract the original number, add the digits -- the answer will always be 10. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 B3 B1 (X)

114-11 DANCE OF THE GEO SHAPES:CUBE 13601 :24

Computer graphics illustrate and highlight a cube as it rotates around itself. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G6 G1 (X)

114-12 IN SEARCH OF THE GIANT SQUID 13480 3:51

The navigator of a submarine fails to consider the concept of scale -- and mistakenly thinks that they are only centimeters away from a giant iceberg. STU

GOAL 1:A C GOAL 2:A1 B3 B4 D1 D4 C1a GOAL 3:G4 C1 G4 (R)

114-13 MATHNET:PROBLEM OF THE PASSING PARADE-4 11014 7:21

In trying to decode Stringbean's musical message, the Mathnetters recognize that each note of the message corresponds to a tone/number on a touch-tone phone. NET

GOAL 1:A C GOAL 2:A1 A2 B1 B3 C4a C4b GOAL 3:-0- (R)

115- 1 SHOW OPEN 15950 :46

-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

115- 2 (DADDY KNOWS DIFFERENT) LEAD IN 17280 :05

-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

115- 3 DADDY KNOWS DIFFERENT: STAINLESS FORKS 12990 5:06 STU

Rusty gives his father the option of paying him a fixed sum or starting with a penny, doubling the previous day's amount for a month. The amount on the 30th day would be well over $5 million.

GOAL 1:A C GOAL 2:A1 A2 B4 D1 D4 C1c C4a GOAL 3:B1 A1 D2 (R)

115- 4 (PROBLEM SONG INTRO) LOGO 17510 :05 BUM

-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

115- 5 PROBLEM SONG 10190 2:27 SON

Arthur solves the problem of how many apples he and another character can peel in 3 hours by using addition, multiplication, and division.

GOAL 1:A C GOAL 2:A1 B4 C1e C2a C2c GOAL 3:B5 A3 B1 (R)

115- 6 TESSELLATION ANIMATION:TILE 10740 1:12 ANI

This animation shows both hexagons tessellating alone and hexagons forming a tessellated pattern with a star shape. The final image shows the same tessellated pattern on a real-life tile mosaic.

GOAL 1:A B GOAL 2:-0- GOAL 3:G3 G6 (X)

115- 7 BUT WHO'S COUNTING: 7 12117 6:41 GAM

Contestants arrange five randomly chosen digits to set up a 3 digit plus 2 digit addition problem. The largest sum wins. Contestants must apply some knowledge of place value and probability to play.

GOAL 1:A C GOAL 2:A1 B4 D2 C1b C2c GOAL 3:A2 D1 F4 (R)

115- 8 DATA HEADACHE I 14311 1:10 STU

A woman uses a bar chart to organize her monthly expenses and rid herself of a data headache.

GOAL 1:A GOAL 2:-0- GOAL 3:F6 (X)

115- 9 MATHNET:PROBLEM OF THE PASSING PARADE-5 11015 9:01
The Mathnetters successfully solve the problem and NET
rescue Steve Stringbean.

GOAL 1:A B GOAL 2:A1 B1 B3 C2c GOAL 3:D2 F4 (R)

116- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

116- 2 I LOVE LUPY: ELEPHANTS - 1 12701 3:59
To spite Dizzy, Lupy decides to fill a room with elephants. She estimates the size of the room and the size of the elephants to figure out how many she would need. STU

GOAL 1:A C GOAL 2:A1 B2 B3 B4 C1a GOAL 3:C3 C2 G4 (R)

116- 3 VOLUME & MEASUREMENT (CAT) 16240 1:41
In measuring a cat, Larry and Reg see that the smaller the units of measure, the more accurate the measurement. And a 3-dimensional object requries different units of measure than a 2-dimensional one. ANI

GOAL 1:A C GOAL 2:-0- GOAL 3:C2 G1 C3 (X)

116- 4 I LOVE LUPY: ELEPHANTS - 2 12702 3:58
Lupy may have estimated the size of the elephants and the size of the room - but, she's neglected to measure the size of the door. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

116- 5 (COUNTIN OUT THE RHYTHM) WARNING 17790 :12
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

116- 6 COUNTIN' OUT THE RHYTHM 11670 2:58
This song, staged in a very urban setting, illustrates that there are 4 beats to every musical measure. The song also stresses the idea of subdividing each measure into 8 and 16 beats as well. SON

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 B1 (X)

116- 7 (MATHMAN FACTORS OF 12) LOGO 17800 :10
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

116- 8 MATHMAN: FACTORS OF 12 15560 1:27
Mathman plays a video game in which he must eat only numbers that are factors of 12. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:B2 (X)

116- 9 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

116-10 BLACKSTONE: THE COIN PUZZLE 13448 3:58
Blackstone asks a spectator to arrange 3 different coins in any order. He then gives 3 different commands - all planned so that a pre-determined coin ends up on the left. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 (X)

116-11 MATHNET:TRIAL OF GEORGE FRANKLY-1 11021 8:35
The Mathnetters use a computer to access George's bank records - in a futile attempt to prove that he did not deposit the money he had allegedly stolen. NET

GOAL 1:-0- GOAL 2:A1 B3 GOAL 3:-0- (R)

117- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

117- 2 EB: PERIM. OF IRR. SHAPES 16330 :27
The animations illustrates finding the perimeter of an irregular shape. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:C2 C1 (-)

117- 3 OOPS! PERIMETER 16790 1:31
In calculating perimeter, a confused character only adds the lengths of two sides of a rectangle shape - and causes a terrible accident. STU

GOAL 1:A GOAL 2:A1 A2 B4 D1 GOAL 3:C2 B1 (R)

117- 4 BANDANAS 11080 5:01
A cowboy family learns that rectangles with the same areas do not necessarily have the same perimeter. They also learn that a rectangle with the most economical perimeter is a square. STU

GOAL 1:A GOAL 2:A1 A3 B1 B4 D2 C1a C3c C4a GOAL 3:C2 G6 (R)

117- 5 (BANDANAS) NEWSROOM INTERRUPT:8 11081 :11
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

117- 6 MATH MIMES 15230 2:37
Two talking mimes discover that rectangles with the same perimeter do not always have the same area. STU

GOAL 1:B C GOAL 2:-0- GOAL 3:C2 (X)

117- 7 (SUPERSPY) PAINTBOX LEAD IN 12151 :19
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

117- 8 NEIGHBORHOOD SUPERSPY 12150 3:50
A super spy sings about creating a code that assigns a number to each letter of the alphabet. According to this code, a sequence of numbers would read as a word. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:D2 D1 (X)

117- 9 (SUPERSPY) PAINTBOX OUTRO 12152 :12
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

117-10 X - RAYS 12900 :30
In this animation, a doctor uses the vocabulary of geometry to describe the shapes that make up a sculpture. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:G6 (X)

117-11 BUT WHO'S ADDING: 1 16810 3:21
Two contestants attempt to cover three numbers in a row by selecting two addends from the Addend Board. They then call out the resultant sum. GAM

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 D1 (R)

117-12 MATHNET:TRIAL OF GEORGE FRANKLY-2 11022 8:52
In their on-going attempt to clear George's name, the Mathnetters compute mileage according to an odometer and estimate distance using rate and time. NET

GOAL 1:A GOAL 2:A1 B1 B2 B3 B4 C1a C4a C4b GOAL 3:B4 B5 C2 (R)

118- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

118- 2 PERFECT SQUARES 13140 3:25
A blues band sings about square numbers and graphically suggests their connection to geometry. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:B2 B1 (X)

118- 3 MUSEUM - 1 12521 1:12
A painter sees a square array of dots and paints numerals that are square numbers - 1,4,9 and 16. STU

GOAL 1:B C GOAL 2:-0- GOAL 3:B2 G6 (X)

118- 4 TROJAN PIE 12540 4:38
In order to sneak behind Trojan walls, a wily Greek builds the Trojan pie - a triangular wedge designed for 36 soldiers, a triangular number. STU

GOAL 1:A C GOAL 2:A1 B4 D1 C1b C2c C3a GOAL 3:B2 D2 G6 B1 (R)

118- 5 MUSEUM - 2 12522 :57
A painter sees a triangular array of dots and paints numerals that are triangular numbers - 1,3,6, and 10. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

118- 6 GROANING WALL IV/ CELEBRITY 11874 1:46
Tempest Bledsoe, one of the "Cosby" kids, asks the cast mathmematical riddles - all of which have a mathematical theme. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (X)

118- 7 MUSEUM - 3 12523 :49
A museum visitor returns to the painter and tells him that he understands his paintings now - he has been depicting square and triangular numbers. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

118- 8 NEWSROOM INTERRUPT: 6 (SQ. NUMBER DEF) 16900 :11
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:B2 (-)

118- 9 BUT WHO'S MULTIPLYING: 11 16940 4:35
Two contestants attempt to cover three numbers in a row by selecting factors of these numbers from the Factor Board - and calling out the resultant product. GAM

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 B2 D1 F4 (R)

118-10 MATHNET:TRIAL OF GEORGE FRANKLY-3 11023 9:24
The Mathnetters search a database for all the people George has arrested. They cannot find two who borke into a bank's computer system and manipulated the decimal points of their account balances. NET

GOAL 1:A C GOAL 2:A1 B1 B3 B4 GOAL 3:F4 A2 (R)

119- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

119- 2 ROUND OFF 12620 5:27
Two contestants play a game in which the host calls out a number, and they must round it off to the nearest 10, 100, or 1000 correctly. STU

GOAL 1:C GOAL 2:A1 D1 GOAL 3:B4 A2 (R)

119- 3 CABOT & MARSHMALLOW: ROUND TO CONFOUND 14850 1:21
Marshmallow learns that rounding numbers is not always appropriate when Cabot rounds the $4.50 he owes Marshmallow down to zero. STU

GOAL 1:C GOAL 2:A1 A3 B2 B4 D1 D3 C2b GOAL 3:B4 B1 (R)

119- 4 ROUND IT OFF 14540 3:02
The cast sings a country and western tune that deals with the importance of rounding numbers. SON

GOAL 1:C GOAL 2:-0- GOAL 3:B4 (X)

119- 5 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

119- 6 BLACKSTONE: MOVE THE CLIP 15539 2:48
Blackstone correctly identifies the number of paper clips that have been moved as he notes the new position of the one clip that is oriented opposite the others. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:G2 (X)

119- 7 (ROUNDING) LOGO 17820 :08
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

119- 8 ROMANCE OF GEOMETRY 12910 :30
In this animation, the daydreams of a boy and girl alternate between romance and geometry until they merge into two congruent triangles. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:G6 (X)

119- 9 MATHNET:TRIAL OF GEORGE FRANKLY-4 11024 13:26
NET
The pilot who allegedly flew George off the island to rob the bank uses arithmetic to prove that George had the time to commit the crime. Much to George's surprise, the pilor also identifies him.

GOAL 1:A GOAL 2:A1 B1 B2 B3 B4 GOAL 3:B1 (R)

120- 1 SHOW OPEN 15950 :46
BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

120- 2 WARNING 16 (PRIME NUMBERS) 17597 :16
BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:B2 (-)

120- 3 CALLOUS: CANDY BOX 16700 5:55
STU
Attempting to design a package for 101 candies, wealthy Texans see the host of possibilities that exist when they consider 100 candies instead. The final solution plays on 101 being the sum of squares

GOAL 1:A C GOAL 2:A1 A2 B4 D1 D2 C1e C2b C2c C4a GOAL 3:B2 C2 B1 (R)

120- 4 BUREAU OF MISSING NUMBERS: 101 15910 2:16
STU
Terry Ryan, an investigator, takes information pertaining to the number 101 and inputs it in her computer. These characteristics include whether it is prime, whether it is the sum of squares, etc.

GOAL 1:A GOAL 2:A1 B3 B4 C1c GOAL 3:B2 B1 A1 (R)

120- 5 PRIME CLUB 14860 2:42
STU
The cast explores the difference between prime and non-prime numbers in this rap song about a club that only allows entrance to prime numbers.

GOAL 1:C GOAL 2:A1 B1 B6 C1e GOAL 3:B2 (R)

120- 6 SQUARE DANCE 13540 :55
ANI
This animation shows square numbers of dots arranging themselves into square arrays - all to a square dance tune.

GOAL 1:B GOAL 2:-0- GOAL 3:D2 B2 G6 G2 (X)

120- 7 (MULT. RAP) LOGO 13023 :06
BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

120- 8 MULTIPLICATION RAP 13022 2:04
STU
Kurtis Blow, the rapper, enters the classroom and raps a song about multiplication as the cast keeps the beat.

GOAL 1:C GOAL 2:-0- GOAL 3:B2 B1 (X)

120- 9 MATHMAN: FRACTIONS LESS THAN 1/2 (REV.) 12490 1:49
ANI
Mathman plays a video game in which he must eat only fractions less than 1/2.

GOAL 1:C GOAL 2:-0- GOAL 3:D1 A3 (X)

120-10 MATHNET:TRIAL OF GEORGE FRANKLY-5 11025 9:30
NET
Kate proves that George could not possibly have left the island and committed the crime because weather conditions would not have allowed the plane to maintain its usual speed.

GOAL 1:A B GOAL 2:A1 B1 B2 B3 B4 C1a C1e C4a C4b GOAL 3:B5 (R)

121- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

121- 2 HUNDRED SQUARE: COMMON MULTIPLE 15 - 18 14135 :11
This animation takes a number chart, highlights the multiples of 15, then highlights the multiples of 18, and finally highlights the multiples that they have in common. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:B2 D2 (X)

121- 3 (CLOWN SCHOOL) LEAD IN 11831 :10
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

121- 4 CLOWN SCHOOL INVESTIGATION 11830 5:00
Bozo proves the seriousness of his clown school by showing that if one clown enters every 15 seconds and the other enters every 18 seconds, the two clowns will enter simultaneously at 90 seconds. STU

GOAL 1:A GOAL 2:A1 A2 B3 B4 C1c C3a GOAL 3:B2 B1 (R)

121- 5 (BUT WHO'S COUNTING INTRO) LOGO 17810 :07
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

121- 6 BUT WHO'S COUNTING: 4 12114 5:32
Contestants arrange five randomly selected digits in an attempt to form a 2-digit and a 3-digit number with the largest possible sum. The players must apply some knowledge of place value & probability GAM

GOAL 1:A C GOAL 2:A1 B4 B5 D1 D2 C1b C2c GOAL 3:A2 D1 F4 (R)

121- 7 COMMON MULTIPLE MAN 11890 4:21

When a couple has to figure out how many hors d'oeuvres to buy to serve either 12, 16, or 24 guest equally , they call Common Multiple Man, a super hero with a very strange super power. STU

GOAL 1:A C GOAL 2:A1 A3 B1 B4 D1 D2 D4 C1c C2c C3a GOAL 3:B2 (R)

121- 8 LESS THAN ZERO 14150 2:05

This song presents a diving, dance, skating, and hammer-throw competition to show arithmetic realizations of negative numbers. SON

GOAL 1:C GOAL 2:-0- GOAL 3:A6 D1 (X)

121- 9 POS VS. NEG JOUSTS: PARATROOPERS 15294 :26

When five "positive" clay-mation creatures parachute onto three "negative" creatures, two "positive" creatures remain. ANI

GOAL 1:A GOAL 2:-0- GOAL 3:A6 B1 (X)

121-10 SHOW REMAINDER 4 (____GONE ____TO COME) 17711 :10

-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:A5 (-)

121-11 RATINGS WAR 14870 2:25

Larry uses a double bar graph to contrast the number of people who eat rutabagas with the number of people who watch Square One TV. STU

GOAL 1:A C GOAL 2:-0- GOAL 3:F6 F5 (X)

121-12 MATHNET:PROBLEM OF THE DIRTY MONEY-1 11051 6:35

The Mathnetters investigate three reports of dump trucks mysteriously disappearing and reappearing before they realize that what is being stolen is the dirt! NET

GOAL 1:-0- GOAL 2:A1 C2a C4b GOAL 3:-0- (R)

122- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

122- 2 THIRTY-TWO DIVIDED BY FIVE - 1 13331 3:56
Washington has 32 men whom he must get across the river. Because only 5 men can fit in a boat, he must pay for a seventh boat to carry the extra man. In this case, the answer to 32 divided by 5 is 7. STU

GOAL 1:A C GOAL 2:A1 A2 B4 D1 GOAL 3:B1 B4 (R)

122- 3 EB: CONCAVE/CONVEX #2 16260 :24
This short animation illustrates the difference between concave and convex. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G6 (-)

122- 4 THIRTY-TWO DIVIDED BY FIVE - 2 13332 2:02
If a tent requires 5 yards of material and Betsy Ross has 32 yards, she can make 6 tents - with 2 yards left over for a flag. In this case, the answer to 32 divided by 5 is 6. STU

GOAL 1:A C GOAL 2:A1 B4 GOAL 3:B1 B4 (R)

122- 5 EB: CONCAVE/CONVEX #3 16270 :21
This short animation illustrates the difference between concave and convex. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G6 (-)

122- 6 (32/5 PT. 3) LEAD IN 13335 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

122- 7 THIRTY-TWO DIVIDED BY FIVE - 3 13333 2:58
Five revolutionary war heroes evenly split a $32.00 bill - each spending $6.40. In this case, the answer to 32 divided by 5 is 6.40. STU

GOAL 1:A C GOAL 2:A1 A3 B1 B4 D2 GOAL 3:B1 B4 A4 (R)

122- 8 (BLACKSTONE NAME NUMBER INTRO) LOGO 17840 :15
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

122- 9 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

122-10 BLACKSTONE: NAME THE NUMBER 13446 4:00
A spectator lays out 2 rows of coins - 1 row has 1 more coin than the other. He thinks of a number and subtracts coins from the 2 rows. The final number of coins is 1 less than the number thought of. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:B3 (X)

122-11 ODD AND EVEN HANDS 13590 :35
Two hands stick out different numbers of fingers, and a voice calls out Odd or Even. STU

GOAL 1:C GOAL 2:-0- GOAL 3:B3 (X)

122-12 VO:THIS PROGRAM CONTAINS IDEAS 17770 :12
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

122-13 JENNY DIDN'T CALL 13260 2:30
This song establishes a telephone calling pattern between Jenny and Jim. The graphics illustrate the pattern that emerges. SON

GOAL 1:A C GOAL 2:C3a C4a GOAL 3:D2 (R)

122-14 MATHNET:PROBLEM OF THE DIRTY MONEY-2 11052 9:24
At the diner, the Mathnetters multiply to figure out tax. They also discover a pattern in the numbers of the stolen vehicles. They use a map and compass to chart the possible distance & route. NET

GOAL 1:A B GOAL 2:A1 B1 B2 B3 B4 C1a C1d C3a C4a GOAL 3:A9 A3 G4 B5 A5 (R)

SQUARE ONE TV: WEEK 5

123- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

123- 2 KING FOR A DAY 11260 5:49
When a king wants to divide his trapezoidally-shaped country into 3 pieces--2 of which are the same size but smaller than the third--he cuts off a triangle from each side, leaving a large rectangle. STU

GOAL 1:A C GOAL 2:A1 B6 C1e C2c GOAL 3:G6 (R)

123- 3 PERSON ON THE STREET: TRAPEZOID 17671 1:17
The Person on the Street Interviewer asks a variety of people what a trapezoid is. LAF

GOAL 1:C GOAL 2:-0- GOAL 3:G6 (X)

123- 4 TRAPEZOID MONKS 11250 2:29
Because these monks speak only once every ten years, the world waits patiently as they define and illustrate a trapezoid. STU

GOAL 1:C GOAL 2:-0- GOAL 3:G6 (X)

123- 5 MATHMAN: EVEN NUMBERS 15590 :58
Mathman plays a video game in which he must eat only even numbers. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:B3 (X)

123- 6 DADDY KNOWS DIFFERENT: LAWN MOWING - 1 11191 2:22
Dad and Rusty discuss how to figure out the area of their irregular lawn in order to determine how much to pay Rusty for mowing it. Dad decides to uses his Super Mower with built-in measuring device. STU

GOAL 1:A C GOAL 2:A1 A3 B3 B4 C1b C2c GOAL 3:C2 C4 (R)

123- 7 ROMAN NUMERAL BLUES 11340 3:07
Luisa enters a dream-like world in this song about Roman numerals. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:A2 (X)

123- 8 DADDY KNOWS DIFFERENT: LAWN MOWING - 2 11192 3:18
When Dad's Super Mower with built-in measuring device fails to measure the lawn, Rusty pulls out an aerial photograph of the lawn. The two figure out the area - but Dad's already mowed the lawn. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

123- 9 OOPS! DIVISION 6 INTO 4212 16750 1:50
A confused scientist fails to acknowledge place value and makes a long division mistake that causes a stock-footage disaster. STU

GOAL 1:A GOAL 2:A1 A2 B4 D1 GOAL 3:A2 B1 (R)

123-10 MATHNET:PROBLEM OF THE DIRTY MONEY-3 11053 6:02
The Mathnetters discover that a famous bank robber once lived in the house that previously sat atop the land from where the dirt was stolen. NET

GOAL 1:-0- GOAL 2:A1 B1 GOAL 3:-0- (R)

124- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

124- 2 MATHMAN: PRIME NUMBERS 15600 1:30
Mathman plays a videogame in which he must eat only prime numbers. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:B2 (X)

124- 3 MATINEE MOVIE: DIALING FOR FACTORS - 1 12081 :36
Shirley Schlemmer, a television celebrity, asks her viewers to call in with the factors of 84. STU

GOAL 1:C GOAL 2:A1 GOAL 3:B2 B1 (R)

124- 4 MR. BLAND BUILDS HIS DREAM HOUSE - 1 12091 3:02
Mr. Bland hires Stan and Ollie to make him a STU
rectangular window using his 17 antique panes of glass. But, he does not want a long thin rectangle.

GOAL 1:A C GOAL 2:A1 B4 D2 D4 C1e GOAL 3:B2 B1 G6 (R)

124- 5 MATINEE MOVIE: DIALING FOR FACTORS - 2 12082 1:48
A caller calls in with the factors of 84, listing all PAR
the factors and reiterating the prime ones.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

124- 6 MR. BLAND BUILDS HIS DREAM HOUSE - 2 12092 2:23
When Stanley inadvertently breaks 1 and then 2 panes PAR
of glass, that leaves 16 and then 15 panes to work with. Because these numbers are not prime, they form several rectangles.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

124- 7 MATINEE MOVIE: DIALING FOR FACTORS - 3 12083 :18
Shirley Schlemmer thanks her audience for tuning in PAR
to "Dialing for Factors" and asks then to join her next week for the Matinee Movie.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

124- 8 (MR. BLAND) NEWSROOM INTERRUPT:11 12093 :16
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

124- 9 SHOW REMAINDER 4 (____GONE ____TO COME) 17711 :10
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:A5 (-)

124-10 BUREAU OF THE MISSING NUMBERS: 9 15440 1:49
Terry Ryan, an investigator, takes information STU
pertaining to the number 9 and inputs this information into her computer. These characteristics include factors, if it is prime or square, etc.

GOAL 1:A GOAL 2:A1 B3 B4 C2c GOAL 3:B2 B3 (R)

124-11 NINES 15870 2:34
The cast sings a country music tune expressing the idea that the sum of the digits of any multiple of 9 always add up to 9 or a multiple of 9. SON

GOAL 1:B C GOAL 2:-0- GOAL 3:B2 D2 B1 (X)

124-12 BUT WHO'S ADDING: 6 16815 4:39
Two contestants attempt to cover three numbers in a row by selecting addends of those numbers from the Addend board and calling out the resultant sum. GAM

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 D1 (R)

124-13 MATHNET:PROBLEM OF THE DIRTY MONEY-4 11054 7:56
The Mathnetters do an analysis of the soil from the Abandoned Gravel Pits and that of Mailbag's back yard. They also determine that the footprints at the Pits and in Mailbag's garden are the same. NET

GOAL 1:-0- GOAL 2:A1 B1 GOAL 3:-0- (R)

125- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

125- 2 AMAZING STORY OF NINES - 1 11351 4:31
A character stumbles upon a genie who explains the amazing story of nines to him. He learns that the sum of the digits of any multiple of 9 is 9 or a multiple of 9. STU

GOAL 1:B GOAL 2:-0- GOAL 3:B2 D2 B1 A1 (X)

125- 3 DANCE OF THE GEO SHAPES:HEXAHEDRON 13605 :20
Computer graphics illustrate and highlight a hexahedron as it rotates in space. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G6 G1 (X)

125- 4 AMAZING STORY OF NINES - 2 11352 1:03
The genie provides examples that illustrate that the sum of the digits of any multiple of 9 is 9 or a multiple of 9. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

125- 5 DANCE OF THE GEO SHAPES:PENTAGON PYRAMID 13602 :20
Computer graphics illustrate and highlight a pentagon pyramid as it rotates in space ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G6 G1 (X)

125- 6 AMAZING STORY OF NINES - 3 11353 1:42
The genie provides even more examples illustrating that the sum of the digits of any multiple of 9 is 9 or a multiple of 9. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

125- 7 CHANGE YOUR POINT OF VIEW 16740 3:26
In a Middle Eastern bazaar, two children meet up with a wizard who helps them solve the mystery of the hieroglyphic. He stresses looking at the problem in a variety of different ways. SON

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 (X)

125- 8 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

125- 9 BLACKSTONE: ONE TO EIGHT MIND READING 13445 2:44
Blackstone has 4 slips of paper numbered 1-2,3-4,5-6,7-8 on front and back. Because all the odd numbers are face up, when a spectator turns over any of the paper slips, the answer will always be 17. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:B3 D2 (X)

125-10 (FRACTION RAP INTRO) LOGO 17860 :07
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

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125-11 FRACTION RAP, THE                          16710          2:40
          Larry and Reg rap about fractions.                       SON

          GOAL 1:A C     GOAL 2:A1 A3 B4 D4       GOAL 3:A3 B1      (R)

125-12 MATHNET:PROBLEM OF THE DIRTY MONEY-5       11055          8:41
          The Mathnetter use problem-solving skills as they        NET
          re-examine their hypothesis and calculate the weight
          of $1,000,000 in $1 or $5 bills.

          GOAL 1:A       GOAL 2:A1 B1 B2 B3 B4    GOAL 3:A3         (R)
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SQUARE ONE TV: WEEK 6

126- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

126- 2 DATA HEADACHE III 14310 1:10
A corporate executive uses a line graph to organize her expenses and rid herself of a data headache. STU

GOAL 1:A GOAL 2:-0- GOAL 3:F6 (X)

126- 3 DRAGON MAINTENANCE 13520 4:36
Two representatives from the Dragon Maintenance Co. use a pie chart to show a knight the cost breakdown of raising a dragon. STU

GOAL 1:A C GOAL 2:A1 B1 C1d GOAL 3:F6 A5 (R)

126- 4 GRAPH OF LOVE 11700 2:58
Beverly uses a broken line graph to rate her boyfriend from September to May. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:F6 D1 (X)

126- 5 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

126- 6 BLACKSTONE: A CARD TRICK W/OUT CARDS 13444 3:45
Using an invisible deck of cards, Blackstone asks a spectator to pick a card,apply mathematical operations, and tell him the number. Blackstone uses operations and names the original number. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 B1 (X)

126- 7 INFINITY (SONG) 10230 3:18
The song introduces the idea that there is no largest number. The graphics suggest several infinite collections to support the song. SON

GOAL 1:B C GOAL 2:-0- GOAL 3:D1 B1 (X)

126- 8 INFINITY (INFINITE REGRESS) 16250 :41
The camera zooms in on Beverly sitting in a room with a picture of Beverly sitting in a room with a picture of Beverly sitting in a room -- to illustrate the idea of infinite regress. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:D1 G2 (X)

126- 9 INFINITY REPRISE: 1 10231 :02
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

126-10 MATHNET:MYSTERY OF THE MALTESE PIGEON-1 14081 10:18
George calculates a batting average. A new client enters and wants them to determine how many people can view the priceless Maltese Pigeon. The Mathnetters use a map of the museum and do arithmetic. NET

GOAL 1:A GOAL 2:A1 B2 B3 B4 C1a GOAL 3:B1 D1 G4 (R)

127- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

127- 2 EAGLE EXPRESS: TULSA - 1 11331 2:24
George and Junior use a map whose scale is 1 inch: 50 miles to figure out the distance between Detroit and Chicago. STU

GOAL 1:A C GOAL 2:A1 B1 B3 B4 D1 C1a GOAL 3:C1 G4 B1 (R)

127- 3 DRAW A MAP 16690 2:14
In order for Luisa to reach Arthur's house, he gives her instructions to make a map. He includes significant landmarks and uses a scale where 1 inch equals 1 mile. SON

GOAL 1:A C GOAL 2:A1 B1 B3 C1a GOAL 3:G4 G4 C2 (R)

127- 4 EAGLE EXPRESS: TULSA - 2 11332 4:22

Junior uses a different map to determine the distance between Detroit and Tulsa. Her calculations are wrong, however, because she uses the wrong scale. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

127- 5 (APPLIANCE PULL I) LEAD IN 12184 :07

-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

127- 6 APPLIANCE PULL: 1 (PT.2 DELETED) 12181 2:32

Wide Wide World of Sports You Never Heard Of visits an Appliance Pull where two competitors must pull a heavy appliance 450 yards around a rectangular park. STU

GOAL 1:C GOAL 2:A1 B1 B2 B4 D1 D2 C1a C2a GOAL 3:C2 B1 G6 G4 (R)

127- 7 FORTUNE TELLER 14750 2:04

A fortune teller correctly guesses Arthur's age by asking him to perform a series of operations on this number. She simply performs the inverse operations on the new number to arrive at his age. STU

GOAL 1:A B C GOAL 2:-0- GOAL 3:D2 B1 (X)

127- 8 APPLIANCE PULL: 3 12183 1:35

Although the competitor in the inner lane finished the race first, the perimeter of the rectangle he travelled was not the full 450 yards - so the competitor in the outer lane won the race. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

127- 9 VO: DON'T DESPAIR 17325 :06

-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

127-10 MATHNET:MYSTERY OF THE MALTESE PIGEON-2 14082 10:59 NET
When the Pigeon is stolen, the Mathnetters suspect Noel Nile and Kaspar Stoutman. Knowing Stoutman's license number, they search a DMV database to get his address.

GOAL 1:-0- GOAL 2:A1 A2 B1 GOAL 3:F4 (R)

128- 1 SHOW OPEN 15950 :46 BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

128- 2 SUDS: RAFFLE TICKET - 1 10010 2:37 STU
The 3 Suds characters discuss buying a raffle ticket that will give them a 1/1000 chance of winning.

GOAL 1:A C GOAL 2:A1 B4 B5 D1 D2 C1e C2a GOAL 3:F1 A3 A2 (R)

128- 3 PERSON ON THE STREET: DODECAHEDRON 13002 1:15 LAF
The Person on the Street Interviewer asks a variety of people what a dodecahedron is.

GOAL 1:C GOAL 2:-0- GOAL 3:G6 (X)

128- 4 DANCE OF THE GEO SHAPES:DODECAHEDRON 13606 :20 ANI
Computer graphics illustrate and highlight a dodecahedron as it rotates in space.

GOAL 1:B GOAL 2:-0- GOAL 3:G6 G1 (X)

128- 5 SUDS: RAFFLE TICKET - 2 10030 2:12 STU
Because the 3 characters did not contribute equally to the purchase of the ticket, they discuss splitting possible winnings according to the percentage of the ticket cost they put up initially.

GOAL 1:-0- GOAL 2:-0- GOAL 3:A3 F4 B1 (R)

128- 6 GREMPOD AND BLOTMO: SPONGE CANDY 14420 2:18
Grempod, a Rigelian alien, offers his pal Blotmo a STU
ripe sea fig from the planet Xerkne if he can guess
which of his 4 hands holds the treat. The probability
is 1/4 that Blotmo will choose correctly.

GOAL 1:C GOAL 2:A1 A2 B1 B5 D1 C2a GOAL 3:F1 A3 (R)

128- 7 SUDS: RAFFLE TICKET - 3 10040 1:10
Although the Suds characters have the first 2 of the STU
3 numbers, they do not have the last number - and,so,
don't win. As consolation, the clerk tears their
ticket into 2 quarters and 1 half piece.

GOAL 1:-0- GOAL 2:-0- GOAL 3:A3 (R)

128- 8 (TONY & TOGAS INTRO) LOGO 17890 :10
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

128- 9 TONY AND THE TOGAS 12100 6:25
A Phoenician singer finds himself recording a song in SON
Rome and learns about Roman numerals in the process.

GOAL 1:-0- GOAL 2:-0- GOAL 3:A2 (X)

128-10 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

128-11 BLACKSTONE: DIME, PENNY, NICKEL 15537 2:04
Blackstone uses a fundamental property of even and STU
odd numbers to correctly identify which hand holds
the dime and which holds the penny. His follow-up
trick depends on psychology--not mathematics.

GOAL 1:-0- GOAL 2:-0- GOAL 3:B3 B1 (X)

128-12 MATHNET:MYSTERY OF THE MALTESE PIGEON-3 14083 8:19
When someone steals the real Maltese Pigeon from Stoutman, Noel Nile becomes the prime suspect - until he pops a hole in Maureen O'Reilly's alibi, meaning she lied about her whereabouts. NET

GOAL 1:A GOAL 2:A1 B1 C4a GOAL 3:-0- (R)

129- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

129- 2 MATINEE MOVIE PROMO 12631 :21
Shirly Schlemmer asks her viewing audience to tune into "Cartablanca", today's Matinee Movie. BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

129- 3 PERFECT SQUARES 13140 3:25
A blues band sings about square numbers and graphically suggests their connection to geometry. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:B2 B1 (X)

129- 4 OOPS! SUBTRACTION 300 - 163 16610 1:27
A confused engineer makes a 'borrowing' mistake in a subtraction problem and causes a stock-footage plane crash. STU

GOAL 1:A GOAL 2:A1 A2 B4 GOAL 3:A2 B1 (R)

129- 5 MATINEE MOVIE: CARTABLANCA 12630 6:20
As three characters attempt to leave Cartablanca by plane, an Inspector rounds up their weights to make sure that they do not exceed the maximum load. STU

GOAL 1:A GOAL 2:A1 A2 B2 B4 D1 GOAL 3:B4 B1 (R)

129- 6 SHOW REMAINDER 5 (100% ___OVER? LEFT) 17721 :07
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:A5 (-)

129- 7 PERCENTS 15380 2:25
This glitzy song expresses the relations among percents, fractions, and decimals. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:A5 A3 A4 (X)

129- 8 MATHMAN: PERCENTAGES LESS THAN 1/2 15720 1:13
Mathman plays a video game in which he eats percentages less than 1/2. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:A5 D1 (X)

129- 9 (GIANT SQUID) LEAD IN 13481 :05
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

129-10 IN SEARCH OF THE GIANT SQUID 13480 3:51
The navigator of a submarine fails to consider the concept of scale -- and mistakenly thinks that they are only centimeters away from a giant iceberg. STU

GOAL 1:A C GOAL 2:A1 B3 B4 D1 D4 C1a GOAL 3:G4 C1 G4 (R)

129-11 WARNING 5 (UNDERSTAND KIND OF SOLUTIONS) 17585 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

129-12 MATHNET:MYSTERY OF THE MALTESE PIGEON-4 14084 7:05
The Mathnetters use a database to check for names associated with the Maltese Pigeon. They then talk with an ice sculptor and surmise that the Pigeon could have been an ice sculpture that melted away. NET

GOAL 1:A C GOAL 2:A1 B1 B2 B3 B4 C4b GOAL 3:-0- (R)

130- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

130- 2 (PHONEY.JUGGLING) NEWSROOM INTERRUPT:19 13111 :06
-0-
BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

130- 3 PHONEYMOONERS: JUGGLING THE BOOKS 13110 5:18
Alph, Throckmorton, and Audrey have 3 piles of 27, 19, and 5 books. To make sure that each one is carrying the same load, they rearrange the books to make 3 equal piles - and so find the average.
STU

GOAL 1:A C GOAL 2:A1 A2 D1 D3 C1e C2c GOAL 3:F2 B1 (R)

130- 4 GROCERY PACKING - 1 13631 :54
This 4-part sketch illustrates the idea of a non-computational algorithm by correctly placing groceries in a bag. In part 1, Nebbish errs by putting a heavy can on top of the eggs.
STU

GOAL 1:-0- GOAL 2:A1 B1 B6 D1 C1e C2c GOAL 3:D2 (R)

130- 5 YOU CAN COUNT ON IT 16680 1:58
This song presents various ways that math shows up in the world.
SON

GOAL 1:A C GOAL 2:-0- GOAL 3:C1 (X)

130- 6 GROCERY PACKING - 2 13632 :55
Nebbish doesn't break the eggs this time, but he squishes a loaf of bread by placing a heavy box of soap on top of it.
PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

130- 7 SHOW REMAINDER 3 (DEC. SUBTRACT?) 17701 :12
-0-
BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:A4 (-)

130- 8 GROCERY PACKING - 3 13633 :53
Will this guy ever learn? He puts the heavy can of brussel sprouts in first, but then puts the heavy box of soap on top of the cream puffs. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

130- 9 TROUT ON YOUR HEAD 14010 1:10
This commercial uses a horizontal bar graph to illustrate that most quacks sampled suggest putting a trout on one's head as a headache remedy. STU

GOAL 1:A C GOAL 2:A1 B3 D1 C1d GOAL 3:F6 A5 (R)

130-10 GROCERY PACKING - 4 13634 1:05
Finally, Nebbish puts the can into the bag first, then the box of soap. Now, he is free to put the bread, cream puffs, and eggs in without breaking or squishing them. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

130-11 BUT WHO'S ADDING: 4 16813 4:11
Two contestants attempt to cover three numbers in a row by selecting addends of those numbers from the Addend board and calling out the resultant sum. GAM

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 D1 (R)

130-12 MATHNET:MYSTERY OF THE MALTESE PIGEON-5 14085 9:27
Thinking logically and mathematically, the Mathnetters determine that Bridget stole the bird from Gutman - and they trap her into a confession. NET

GOAL 1:A GOAL 2:A1 B1 GOAL 3:-0- (R)

131- 1 SHOW OPEN 15950 :46
-0-
BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

131- 2 MATHEMATICS R US: PLACE VALUE HOLDER 10120 2:25
STU

Smilin' Al offers his customers a Place Value Holder designed to keep track of digits and make numbers up to and including 999,999,999. (Commas included)

GOAL 1:C GOAL 2:-0- GOAL 3:A2 D1 (X)

131- 3 (BON BONS) LEAD IN 14443 :08
-0-
BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

131- 4 BATTLE OF THE BULGE CATERERS: BON BONS-1 14441 5:01
STU

The B of B Caterers receive an order for 5367 candies. Private Matter goes to the automatic Bon Bon Boxer and Wrapper and sets the thousands, hundreds, tens and ones counter to the right dial.

GOAL 1:A C GOAL 2:A1 A3 B1 B4 C1b C1e C2a C4a GOAL 3:A2 (R)

131- 5 MISTAKES 10200 2:18
SON

This song uses a vaudeville setting to convey the message that everyone makes mistakes and everyone learns from mistakes.

GOAL 1:A C GOAL 2:-0- GOAL 3:-0- (X)

131- 6 BATTLE OF THE BULGE CATERERS: BON BONS-2 14442 5:23
PAR

When the automatic Bon Bon Boxer and Packer misfires, Private Matter must manually re-set the dials and correctly transfer the numbers from one counter to the next.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

131- 7 SHOW REMAINDER 4 (____GONE ____TO COME) 17711 :10
-0-
BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:A5 (-)

131- 8 POS VS. NEG JOUSTS: THE WALL 15295 :35
When nine "negative" clay-mation creatures surprise 4 ANI
"positive" creatures, five "negative" creatures
remain.

GOAL 1:A GOAL 2:-0- GOAL 3:A6 B1 (X)

131- 9 DROPPED COIN 14040 1:34
A boy and a girl use subtraction to figure out how LAF
much money the boy dropped down a street grate, if he
started with $1.69 and now has $1.44.

GOAL 1:A C GOAL 2:A1 B4 C1e GOAL 3:B1 (R)

131-10 ZERO PACS 14570 2:14
In this mock commercial, Geraldine Jip offers the Jip STU
Miracle Zero, a device that enables one to multiply
by 10 by shifting all the digits of that number to
the left and tacking on the Miracle Zero.

GOAL 1:A C GOAL 2:-0- GOAL 3:A2 B1 (X)

131-11 MATHNET:PROBLEM OF THE TROJAN HAMBURG-1 11041 6:47
The Mathnetters use a database to locate the NET
kidnapped Hans Ballpeen's abandoned car. They also
investigate a gigantic hamburger made of wood.

GOAL 1:A C GOAL 2:A1 B3 GOAL 3:F4 (R)

132- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

132- 2 EAGLE EXPRESS: BEMIDJI - 1 12941 2:56
George and Junior use a map scale to determine how STU
far they have to travel if their base is Detroit and
they have to deliver packages to Bemidji, MN and
Columbus, NB.

GOAL 1:A C GOAL 2:A1 B3 B4 D1 D2 GOAL 3:C2 G4 B1 (R)
D3 C1a C2c C4a

132- 3 FEET INTO METERS 15510 1:07

In this punning sketch, a customer wants to change 9 feet into meters and receives not quite 3 parking meters - because 9 feet is a little less than 3 meters. STU

GOAL 1:C GOAL 2:-0- GOAL 3:C1 (X)

132- 4 EAGLE EXPRESS: BEMIDJI - 2 12942 3:43

George and Junior learn that it is much more efficient to take the triangular route between Detroit, Bemidji, and Columbus - rather than back and forth and back and forth. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

132- 5 METRIC ELECTRIC LOVER 12730 3:20

A heavy metal rock band sings a song about the different vocabulary used in the Metric and English measurement system. SON

GOAL 1:C GOAL 2:-0- GOAL 3:C1 (X)

132- 6 BUT WHO'S ADDING: 7 16816 4:33

Two contestants attempt to cover three numbers in a row by selecting addends of these numbers from the Addend Board and calling out the resultant sum. GAM

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 D1 (R)

132- 7 (VERY NICE) NEWSROOM INTERRUPT:26 14551 :19

-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

132- 8 MATHNET:PROBLEM OF THE TROJAN HAMBURG-2 11042 10:55

The Mathnetters calculate how much a 7x7x4 ft oak hamburger box would weigh. They return to the scene more quickly than expected, when Orson Kane discovers that someone has stolen the Despair Diamond. NET

GOAL 1:A GOAL 2:A1 A2 B1 B2 B3 B4 C1b C2c C4a GOAL 3:C2 B1 C3 (R)

133- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

133- 2 PHONER: FIBONACCI SEQUENCE 15960 2:08
Arthur has a one-sided telephone conversation where he writes down the Fibonacci Sequence -- a series of numbers beginning with 1 whose next term is generated by adding the two terms previous. STU

GOAL 1:A C GOAL 2:-0- GOAL 3:B3 D2 (X)

133- 3 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

133- 4 BLACKSTONE: LIGHTENING CALCULATOR 15534 2:33
Blackstone has the spectator create a Fibonacci series of 10 numbers where each term is the sum of the two previous. He can calculate the sum of the 10 because it equals the 7th term multiplied by 11. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:B3 B1 (X)

133- 5 (LIGHTENING CALCULATOR OUTRO) LOGO 17920 :12
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

133- 6 MATHMAN: PERCENTAGES MORE THAN 1/2 15710 1:17
Mathman plays a video game in which he must eat only percentages that are less than 1/2. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:A5 D1 (X)

133- 7 KING'S STOOGES 11740 6:13
The Stooges must arrange tables of 4 for 20 people. They can't use 5 separate tables, and they realize that they will need more than the 5 tables if they are to have any sort of a line arrangement. STU

GOAL 1:A GOAL 2:A1 B4 B6 D1 D2 D3 C1a C4a GOAL 3:C2 G6 (R)

133- 8 PERSON ON THE STREET: TESSELLATIONS 13006 1:04
The Person on the Street Interviewer asks several LAF
people if they can define what tessellations are.

GOAL 1:C GOAL 2:-0- GOAL 3:G3 (X)

133- 9 TESSELLATIONS 15810 3:15
A boppy beach tune illustrates the concept of SON
tessellation as surfers cover their boards and the
beach with repeating geometric shapes.

GOAL 1:B GOAL 2:-0- GOAL 3:G3 G6 (X)

133-10 TESSELLATION 13610 1:33
In this computer graphic animation, sneakers and TV ANI
sets tessellate across the screen.

GOAL 1:B C GOAL 2:-0- GOAL 3:G3 D1 (X)

133-11 MATHNET:PROBLEM OF THE TROJAN HAMBURG-3 11043 9:01
Continuing to recover the Diamond, the Mathnetters NET
calculate how much a carat weighs. They discover a
piece of ballon canvas on the scene and discuss how
far a helium ballon could travel.

GOAL 1:A GOAL 2:A1 B1 B2 B3 B4 C3a C4a C4b GOAL 3:B1 C1 C3 (R)

134- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

134- 2 STEPHAN'S STEREO 14220 3:22
As the characters attempt to shoot a commercial for STU
Stephan's Stereo, they note the equivalence of
decimal, fraction, and percent.

GOAL 1:-0- GOAL 2:-0- GOAL 3:A5 A4 A3 (X)

134- 3 EB: DECIMALS/PERCENTS/FRACTIONS-75% 17040 :26
This short animation uses a circle to illustrate the ANI
equivalence of 75%, 75/100, .75, and 3/4.

GOAL 1:B GOAL 2:-0- GOAL 3:A5 A3 A4 (-)

134- 4 WELCOME BACK BLOTTER 13230 5:47
It's Mr. Blotter's birthday, and the Warthogs give him presents that illustrate the concept of percent. STU

GOAL 1:A C GOAL 2:-0- GOAL 3:A5 A4 A3 (X)

134- 5 VO: DON'T DESPAIR 17321 :07
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

134- 6 EIGHT PERCENT OF MY LOVE 11480 2:47
Cris uses percentages to sing about the various ways his love is divided. As Cris mentions a percentage, a drummer displays the corresponding wedge of a pie chart. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:A5 F6 (X)

134- 7 BUT WHO'S COUNTING: 5 12115 5:43
Kid contestants arrange 5 randomly chosen digits in an attempt to form the largest possible 5 digit number. To play, they must apply some knowledge of place value and probability. GAM

GOAL 1:A C GOAL 2:A1 B4 D2 C1b C2c GOAL 3:A2 D1 F4 (R)

134- 8 SIDE BY SIDE 16090 :32
In this mock commercial format, a man displays a young girl using her head as an estimating tool. LAF

GOAL 1:C GOAL 2:-0- GOAL 3:B4 B1 (X)

134- 9 MATHNET:PROBLEM OF THE TROJAN HAMBURG-4 11044 8:02
Hans Ballpeen returns and tells the Mathnetters that his kidnappers forced him to cut the diamond into 7 pieces. They hypothesize that the burglar got in the house via burger and out via ballon. NET

GOAL 1:-0- GOAL 2:A1 B1 GOAL 3:-0- (R)

135- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

135- 2 DON'T RATIO WITHOUT IT 13160 1:14
In this commercial take-off, the subject is the colon, a critical symbol for any ratio. STU

GOAL 1:A GOAL 2:-0- GOAL 3:B5 (X)

135- 3 DON'T BE NOSEY 13650 2:15
The ratio of people wearing nose glasses to those who are not changes several times within a party of people. STU

GOAL 1:C GOAL 2:-0- GOAL 3:B5 A3 (X)

135- 4 VO: DON'T DESPAIR 17325 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

135- 5 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

135- 6 BLACKSTONE: 1089 10372 3:05
Blackstone asks the spectator to take a 3 digit number, reverse the digits, subtract the smaller from the larger, reverse those digits (treat it as a 3-digit number), and gets the answer 1089. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 G2 B1 (X)

135- 7 PROBLEM SONG 10190 2:27
Arthur solves the problem of how many apples he and another character can peel in 3 hours by using addition, multiplication, and division. SON

GOAL 1:A C GOAL 2:A1 B4 C1e C2a C2c GOAL 3:B5 A3 B1 (R)

135- 8 (COATRACK) LEAD IN 13971 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

135- 9 COATRACK 13970 3:50
Koatrack and Snafu practice trial and error to figure STU
out how to pour exactly 4 liters from a 3 liter and
a 5 liter measure.

GOAL 1:A C GOAL 2:A1 A2 B1 B3 B4 B6 D3 C1e C2c GOAL 3:C1 C2 (R)

135-10 EB: DOUBLE STAR POLYGON 17110 :31
This short animation illustrates a 5-point star that ANI
is circumscribed by a pentagon.

GOAL 1:B GOAL 2:-0- GOAL 3:G6 (-)

135-11 MATHNET:PROBLEM OF THE TROJAN HAMBURG-5 11045 12:08
When a half cup of coffee suddenly becomes full, the NET
Mathnetters know that a solid must have displaced the
coffee. They recognize that Hans dropped the diamond
in the cup and caused the liquid to rise

GOAL 1:-0- GOAL 2:A1 B1 B2 C4b GOAL 3:-0- (R)

136- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

136- 2 HARRY'S HAMBURGER HAVEN 14240 2:27
As the characters attempt to shoot a commercial for Harry's Hamburger Haven, they note the equivalence of decimal, fraction, and percent. STU

GOAL 1:C GOAL 2:-0- GOAL 3:A4 A5 A3 (X)

136- 3 ACTION AT THE FRACTION BAR 13250 2:24
This music video takes place at the futuristic Fraction Bar and uses vocabulary words associated with fractions. It also mentions the relation between fractions, decimals, and percents. SON

GOAL 1:-0- GOAL 2:-0- GOAL 3:A3 A4 A5 (X)

136- 4 VO: HOW MUCH LEFT 17295 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

136- 5 BUT WHO'S MULTIPLYING: 5 16804 6:18
Two contestants attempt to cover three numbers in a row by selecting factors of these numbers from the Factor Board and calling out the resultant product. GAM

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 B2 D1 F4 (R)

136- 6 EB: MIXED NUMBERS 17130 :17
This short animation illustrates mixed numbers by showing the same amount of liquid in a number of different glasses. ANI

GOAL 1:A GOAL 2:-0- GOAL 3:A3 D1 (-)

136- 7 DINNER BY THE DOZEN 10000 3:43
Mrs. Whatsworth panics when she realizes that she has 18 popsicles and 12 guests. But, Clarissa saves the day by using fractions. Each guest will receive 1 1/2 popsicles. STU

GOAL 1:A C GOAL 2:A1 B4 C1e C2a C4a GOAL 3:A3 B5 B1 (R)

136- 8 (DINNER BY THE DOZEN OUTRO) LOGO 17940 :03
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

136- 9 KUBRICK'S RUBE 15250 2:57
In order to stop its incessant singing, Irving and Dave give Hank the computer a program he can never finish: start with 3; add 4; stop if the sum is even; if not go back to step two. STU

GOAL 1:A C GOAL 2:A1 A2 A3 GOAL 3:D1 D2 (R)

136-10 EB: SNOWFLAKE 17120 :30
This short animation takes a snowflake shape that continues to generate triangular offshoots and suggests the idea of fractals. ANI

GOAL 1:A B GOAL 2:-0- GOAL 3:G2 G6 (-)

136-11 MATHNET:PROBLEM OF THE MISSING MONKEY-1 11031 8:05
The Mathnetters investigate a series of burglaries allegedly committed by a monkey that escaped from the zoo. NET

GOAL 1:C GOAL 2:A1 A2 B2 B3 C4a C4b GOAL 3:C3 D1 (R)

137- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

137- 2 HBC PROGRAMMING 14020 6:46
A network president and program director use a bar graph to compare the relative popularity of their competition's shows. STU

GOAL 1:A C GOAL 2:-0- GOAL 3:F6 F5 A3 F4 (X)

137- 3 MAN AT DESK (HEAD CALCULATOR) 16080 :58
In this commercial take-off, a character reveals the human head as the world's most popular calculator. LAF

GOAL 1:A C GOAL 2:-0- GOAL 3:B1 B2 (X)

137- 4 X...IT'S THE SIGN OF THE TIMES 13580 3:33
The cast gives a Hispanic flavor to this song about the multiplication symbol. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:B1 (X)

137- 5 EB: STRONGMAN PERCENTS OF SHOW-40% 17080 :08
This short animation illustrates that 40% of the show is over. ANI

GOAL 1:A GOAL 2:-0- GOAL 3:A5 (-)

137- 6 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

137- 7 BLACKSTONE: 21 CARD TRICK 15533 4:16
Blackstone starts with 21 cards in 3 piles of 7 and has the spectator choose a card. He does a series of manipulations so that when he spells out a 20-word phrase, the chosen card appears next. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:A1 (X)

137- 8 MATHMAN: FACTORS OF 60 15620 1:15
Mathman plays a video game in which he must eat only factors of 60. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:B2 (X)

137- 9 EB: QUADRILATERALS (2ND VERSION) 16361 :20
This short animation illustrates a variety of different quadrilaterals. ANI

GOAL 1:-0- GOAL 2:-0- GOAL 3:G6 (-)

137-10 MATHNET:PROBLEM OF THE MISSING MONKEY-2 11032 9:40
In their continued search for a missing monkey, the Mathnetters come across information presented in a circle graph and use a map and compass to estimate the approximate location of the gorilla. NET

GOAL 1:A C GOAL 2:A1 B1 B2 B3 B4 B5 C1a GOAL 3:G4 C3 B1 E1 (R)

138- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

138- 2 ODD NUMBERS STRIKE 13040 4:29
Roland Gummm interviews several odd numbers who have gone on strike to protest being called odd. STU

GOAL 1:A C GOAL 2:-0- GOAL 3:B3 D1 (X)

138- 3 ODD/EVEN BRICKS 13700 :34
This animation takes a given line of bricks and adds either one or two more. The corresponding sound effects call out odd or even to go along with the addition. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:B3 (X)

138- 4 MATH RAP 13021 2:36
Kurtis Blow, the rapper, enters the classroom and raps a song about mathematics as the cast keeps the beat. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (X)

138- 5 BUT WHO'S COUNTING - TEST SHOW 10150 5:17
Contestants arrange five randomly chosen digits in an attempt to form the largest possible 5 digit number. To play, they must apply some knowledge of place value and probability. GAM

GOAL 1:A C GOAL 2:A1 B4 D2 C1b C2c GOAL 3:A2 D1 F4 (R)

138- 6 SODA SHOPPE 16100 :50
Two customers use an easy way to compute a ten percent tip, which they then round up to the nearest ten cents. LAF

GOAL 1:A C GOAL 2:A1 A2 B2 B4 GOAL 3:A5 A4 B4 (R)

138- 7 PHONEYMOONERS: IN THE DOGHOUSE 11610 4:55
Alph and Throckmorton build a doghouse whose structural pieces rely on the fundamental properties of odd and even numbers. STU

GOAL 1:A C GOAL 2:A1 A2 B1 B4 D1 C1b C2a C3a C4a GOAL 3:B3 B1 (R)

138- 8 MATHNET:PROBLEM OF THE MISSING MONKEY-3 11033 8:18
The Mathnetters continue looking for the monkey, measuring the distance between footprints and using a map to figure distance, rate, and time. NET

GOAL 1:A C GOAL 2:A1 B1 B2 B3 B4 C1a C4a GOAL 3:G4 B5 (R)

139- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

139- 2 SO-FARI, SO-GOODI - 1 13671 2:42
Before Lady Huxbey can feed the elephants, she must buy a map of the jungle from Jungle Clyde for half her peanuts plus one. STU

GOAL 1:A C GOAL 2:A1 A3 B1 B4 D1 C1b C2c GOAL 3:D2 B1 (R)

139- 3 PERSON ON THE STREET: GOOGOL 13001 :54
The Person on the Street Interviewer asks a variety of people what a googol is. LAF

GOAL 1:C GOAL 2:-0- GOAL 3:A1 (X)

139- 4 EB: GOOGOL 16290 :22
This short animation discusses the number one googol: the digit one followed by one hundred zeros. ANI

GOAL 1:-0- GOAL 2:-0- GOAL 3:A1 B1 (-)

139- 5 SO-FARI, SO-GOODI - 2 13672 1:43
Jungle Clyde informs Lady Huxbey that she now needs a map to the animals. This map will cost her half her peanuts plus two. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

139- 6 GOOGOL 16110 :53
Moon Unit Zappa discusses being presented with a number: one googol. LAF

GOAL 1:C GOAL 2:-0- GOAL 3:A1 B1 (X)

139- 7 SO-FARI, SO-GOODI - 3 13673 3:15
Jungle Clyde informs Lady Huxbey that she now needs a map to the elephants - which he will sell her for half her peanuts plus three. That leaves her with only 4 peanuts. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

139- 8 VO: HAS GONE BY 17305 :05
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

139- 9 SO-FARI, SO-GOODI - 4 13674 3:05
Jungle Clyde promises Lady Huxbey that he will give her back all her peanuts if she can tell him how many she started with originally. To solve the problem, Lady Huxbey works backwards. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

139-10 BUREAU OF THE MISSING NUMBERS: 10 15430 2:01
Terry Ryan, an investigator, takes information pertaining to the number 10 and inputs it into her computer. These characteristics include factors, whether or not it is prime or triangular, etc. STU

GOAL 1:A GOAL 2:A1 B3 B4 C1b C1c C2c GOAL 3:B2 B1 (R)

139-11 BURGER PATTERN 12140 3:16
The Fat Boys use hamburgers to illustrate a triangular number pattern. SON

GOAL 1:A GOAL 2:A1 B4 D1 C1b C3a GOAL 3:D2 D1 B1 (R)

139-12 (BURGER PATTERN OUTRO) LOGO 17960 :07
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

139-13 MATHNET:PROBLEM OF THE MISSING MONKEY-4 11034 8:17
The Mathnetter's recognize that, sometimes, one must look at a problem from a different point of view -- and so hypothesize that they are searching for a gorilla and a man in a monkey suit. NET

GOAL 1:C GOAL 2:A1 B1 B3 C1a C3a C4a C4b GOAL 3:-0- (R)

140- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

140- 2 LET'S DO A DEAL - 1 11931 5:01
Characters recognize that the odds of choosing a gold coin from 2 gold and 2 lead coins are better than from 19 gold and 21 lead coins - even though there are more gold coins in the second option. STU

GOAL 1:A C GOAL 2:A1 B5 D1 GOAL 3:F1 A3 (R)

140- 3 GHOST OF A CHANCE 11950 4:20
At a haunted house, a pizza delivery boy finds SON
himself in several threatening situations -- each of
which has a different probability of escape.

GOAL 1:A C GOAL 2:A1 A2 B5 B6 GOAL 3:F1 F3 (R)

140- 4 LET'S DO A DEAL - 2 11932 4:10
The odds of pulling a sharpened pencil out of 4 PAR
sharpened and 1 unsharpened get greater as the
contestant successfully (and successively) pulls out
the unsharpened ones.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

140- 5 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

140- 6 BLACKSTONE: CARD AND NUMBER 13443 2:16
Blackstone asks a spectator to think of a 3-digit STU
number, reverse the digits, subtract the larger from
the smaller, add the digits of the answer - and the
result will always be 18.

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 B1 B3 (X)

140- 7 MATHNET:PROBLEM OF THE MISSING MONKEY-5 11035 10:01
George climbs atop the Hollywood sign, and the NET
Mathnetters successfully solve the problem of the
missing monkey -- putting both the gorilla and the
thief behind bars.

GOAL 1:-0- GOAL 2:A1 B1 D1 C4a GOAL 3:-0- (R)

141- 1	SHOW OPEN -0-	15950	:46	BUM	GOAL 1:-0-	GOAL 2:-0-	GOAL 3:-0-	(-)
141- 2	(MODERATELY F.S.) NEWSROOM INTERRUPT:17 -0-	14521	1:10	BUM	GOAL 1:-0-	GOAL 2:-0-	GOAL 3:-0-	(-)
141- 3	MODERATELY FRIGHTENING STORIES To distract a computer, Igor and the mad scientist give it a never-ending program: start with 1; multiply by 1/2; stop if the answer is zero; otherwise, go back to step two.	14520	4:10	STU	GOAL 1:A C	GOAL 2:A1 A3	GOAL 3:D1 B3	(R)
141- 4	MATHMAN: MULTIPLES OF 5 Mathman plays a video game in which he must eat only numbers that are multiples of 5.	15670	1:09	ANI	GOAL 1:C	GOAL 2:-0-	GOAL 3:B2	(X)
141- 5	BATTLE OF THE BULGE CATERERS: TRAYS Having a limited number of trays, the Battle of the Bulge Caterers must rearrange sandwiches so that the greatest possible number fit on a tray.	13390	5:40	STU	GOAL 1:A C	GOAL 2:A1 A2 B4 B6 D1 D3 C1e C2c C3a C4a	GOAL 3:C2 C4	(R)
141- 6	VO: HOW MUCH LEFT -0-	17292	:06	BUM	GOAL 1:-0-	GOAL 2:-0-	GOAL 3:-0-	(-)
141- 7	FORESTRY I: DATA COLLECTING Sybil Sawyer, Hollywood Reporter, gets stranded in a forest but still finds a story as she interviews a ranger who installs pressure plates to record the number of people who travel on a trail.	12661	2:47	LAF	GOAL 1:A	GOAL 2:A1 A2 B3 D1 C2c	GOAL 3:F5 B4	(R)

141- 8 DISCLAIMER: ANGLES 10911 :08
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:G6 (-)

141- 9 ANGLE DANCE 10180 2:23
The rock group Plane Geometry sings a song about angles and uses body movement to illustrate angles, as well. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:G6 (X)

141-10 PLAYING THE ANGLE 15330 3:00
Nancy Lieberman, the first woman to play professional basketball, talks about and demonstrates the mathematics involved in basketball. She cites angles and parabolas, in particular. LAF

GOAL 1:A C GOAL 2:A1 A2 A3 B2 B5 GOAL 3:G6 F4 C2 A3 A5 (R)

141-11 PONG GAME 15180 :19
This animation illustrates billiard geometry and shows a ball rebounding from wall to wall before finally exiting the one opening. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G2 G6 (X)

141-12 MATHNET-CASE OF THE MISSING BASEBALL-1 10540 6:27
The Mathnetters investigate a missing baseball by determining the angle at which it would have rebounded off a billboard. NET

GOAL 1:A GOAL 2:A1 B1 B3 B4 C1a C2c GOAL 3:G6 G4 (R)

142- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

142- 2 POLLSTER - 1 14881 2:08
STU

A pollster learns his sample is not very representative when he polls 20 people whose last names begin with Z - and they all happen to be relatives of Candidate Zagursky.

GOAL 1:A C GOAL 2:A1 B3 B4 B6 D1 C2a C3b C4a GOAL 3:F4 A5 F5 F6 (R)

142- 3 FORESTRY II: STAT. SAMPLING 12662 3:26
LAF

Still awaiting her car, Sybil Sawyer visits with a ranger who shows her that knowing the perimeter and age of a tree aids in determining what trees to cut down to insure the growth of others.

GOAL 1:A GOAL 2:A1 B3 D1 C2b GOAL 3:C3 C2 F5 C1 G6 (R)

142- 4 EB: STRONGMAN PERCENTS OF SHOW-20% 17070 :08
ANI

This short animation shows a strongman testing his strength and simultaneously illustrating that 20% of the show has passed.

GOAL 1:A GOAL 2:-0- GOAL 3:A5 (-)

142- 5 POLLSTER - 2 14882 2:05
PAR

A pollster's sample is still not representative if it consists only of people at the Post Office where candidate Zagursky worked for 15 years.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

142- 6 (BLACKSTONE) LEAD-IN & TAG 15540 :09
BUM

-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

142- 7 BLACKSTONE: COIN MINDREADING 13447 3:17
STU

Blackstone asks a spectator to count the number of coins on the table, add the digits, and subtract that number of coins. (9 coins now remain). Blackstone can easily identify the number removed next.

GOAL 1:-0- GOAL 2:-0- GOAL 3:B1 (X)

142- 8 POLLSTER - 3 14883 1:39
When the pollster finally conducts a poll with a random sampling, he discovers that Candidate Zagursky doesn't have a chance. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

142- 9 HUNDRED SQUARES TABLE - LONG 13560 :42
This animation takes a number chart through 100 and highlights the multiples of 1,2,3,4,5,6,7,8,9 and 10. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:B2 D2 (X)

142-10 (SUPERSPY) PAINTBOX LEAD IN 12151 :19
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

142-11 NEIGHBORHOOD SUPERSPY 12150 3:50
A super spy sings about creating a code that assigns a number to each letter of the alphabet. According to this code, a sequence of numbers would read as a word. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:D2 D1 (X)

142-12 (TOP SECRET) NEWSROOM INTERRUPT:23 14101 :14
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

142-13 TOP SECRET NO PEEKING 14100 3:14
The president asks two trusted advisors to solve a subtraction and addition problem for which there are two possible answers. A clarification of context (and parentheses) results in only one answer. STU

GOAL 1:A C GOAL 2:A1 B4 D1 C2a GOAL 3:B1 (R)

142-14 SHOW REMAINDER 6 (___LEFT CHOOSE ANSWER) 17731 :15
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:A5 (-)

142-15 MATHNET-CASE OF THE MISSING BASEBALL-2 10630 5:23
The Mathnetters gather facts and use logical reasoning to determine the whereabouts of a missing house. NET

GOAL 1:A GOAL 2:A1 B1 B3 C1a C1e C4a C4b GOAL 3:G4 (R)

143- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

143- 2 HOW TO BUILD A BRIDGE - 1 12651 3:20
In this animation, a coyote tries to build a bridge across two cliffs in order to catch a roadrunner. He first makes a straight line of struts, but there is no support and he falls through the middle. ANI

GOAL 1:A C GOAL 2:A1 B4 B6 C4a GOAL 3:G6 (R)

143- 3 EB: SUM MEASURE TRI. #1 16450 :16
This short animation demonstrates that the sum of the angles in a triangle equal 180 degrees. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G6 (-)

143- 4 HOW TO BUILD A BRIDGE - 2 12652 :58
The coyote tries to improve on his bridge by building a rectangle, but the rectangle is inherently unstable. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

143- 5 TRIANGLE SONG 13270 2:02
This song uses still photography to show examples of triangles in the world. SON

GOAL 1:-0- GOAL 2:-0- GOAL 3:G6 (X)

143- 6 HOW TO BUILD A BRIDGE - 3 12653 :52
The coyote succeeds in buiding a bridge by making a series of right triangle supports. However, the cliffs then begin to crumble. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

143- 7 FORESTRY III: TRIGONOMETRY 12663 3:09
A forestry ranger uses a special measuring tool based on trigonometric principles to determine the height of trees. LAF

GOAL 1:A GOAL 2:A1 B2 B3 B4 C1b GOAL 3:C3 C2 G6 F5 (R)

143- 8 SHOW REMAINDER 2 (IF__TO BE___MUCH SEEN) 17691 :12
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

143- 9 MATHEMATICS R US: THE CUBE 14030 3:26
When a burglar breaks in to Smilin' Al's showroom, he traps him by placing him atop a hexomino and folding it up to make a cube. STU

GOAL 1:B C GOAL 2:-0- GOAL 3:G1 G6 (X)

143-10 (BALONEY) LEAD IN 14301 :18
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

143-11 BALONEY 14300 1:43
Two crazy characters visit the International House of Balony where they have a choice of any 2 of the 4 toppings for their sandwiches. They demonstrate and make a list to determine the possibilities. STU

GOAL 1:A C GOAL 2:B3 C1b C2c GOAL 3:E1 F6 (R)

143-12 EB: BRIDGE MONTAGE 17010 :31
This short animation illustrates a variety of bridges and highlights the triangles. ANI

GOAL 1:A C GOAL 2:-0- GOAL 3:G6 (-)

143-13 BUT WHO'S COUNTING: 1 12111 5:48 GAM

Contestants arrange five randomly chosen digits in an attempt to form the smallest possible 5 digit number. To play, they must apply some knowledge of place value and probability.

GOAL 1:A C GOAL 2:A1 B4 D2 C1b C2c GOAL 3:A2 D1 F4 (R)

143-14 STATION PROMO (CYNTHIA) 14267 :06 BUM

-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

143-15 MATHNET-CASE OF THE MISSING BASEBALL-3 10670 6:17 NET

The Mathnetters continue their search for the missing house, using a database to access information about a pair of glasses that have turned up on the property.

GOAL 1:A GOAL 2:A1 B1 B3 C1a C2c C3a GOAL 3:F4 A9 (R)

144- 1 SHOW OPEN 15950 :46 BUM

-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

144- 2 CABOT & MARSHMALLOW: WOODEN CANDY BARS 14820 2:20 STU

Cabot uses 3 differently shaped rectangular wooden blocks to illustrate that objects with different dimensions can still have the same volume.

GOAL 1:A C GOAL 2:A1 A2 B2 B3 B4 C1e C2a C4a GOAL 3:C2 C1 (R)

144- 3 FORESTRY IV: UNITS OF MEASURE 12664 3:47 LAF

Sybil Sawyer, Hollywood reporter, interviews a logger who explains how they calculate the volume of board feet in any log.

GOAL 1:A GOAL 2:A1 B3 B4 D1 C2b GOAL 3:C2 C1 C3 (R)

144- 4 OOPS! DECIMALS/MULTIPLICATION 4.3 x 2.6 16760 1:51
When a confused character puts the decimal point in STU
the wrong place, disaster results.

GOAL 1:A GOAL 2:A1 A2 B4 D1 GOAL 3:A4 B1 (R)

144- 5 QUEEN'S BED 13050 3:48
In the days before standardized measurement, a king STU
accuses a carpenter of mis-making a queen-sized bed.
But, the king measured the bed according to his foot
and the carpenter measured using his foot.

GOAL 1:A C GOAL 2:A1 B1 B3 C1b C2a GOAL 3:C1 C2 D1 (R)

144- 6 VO: HOW MUCH LEFT 17291 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

144- 7 MATHMAN: MULTIPLES OF 6 15680 :57
Mathman plays a video game in which he must eat only ANI
multiples of 6.

GOAL 1:C GOAL 2:-0- GOAL 3:B2 (X)

144- 8 COUNTIN' OUT THE RHYTHM 11670 2:58
This song, staged in a very urban setting, SON
illustrates that there are 4 beats to every musical
measure. The song also stresses the idea of
subdividing each measure into 8 and 16 beats as well.

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 B1 (X)

144- 9 BUT WHO'S ADDING: 1 16810 3:21
Two contestants attempt to cover three numbers in a GAM
row by selecting two addends from the Addend Board.
They then call out the resultant sum.

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c GOAL 3:B1 D1 (R)
C2c

144-10 MATHNET-CASE OF THE MISSING BASEBALL-4 10710 7:42
The Mathnetters determine the worth of stolen gold bars as they piece together a picture of the man who may have stolen the house. They also use a map to determine the range a helicopter could fly. NET

GOAL 1:A B GOAL 2:A1 B1 B2 B3 B4 B5 C1a C2c C3a GOAL 3:B4 G4 C3 B5 (R)

145- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

145- 2 SHOW REMAINDER 1 (__OVER ____TO COME) 17681 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:A3 (-)

145- 3 PHONEYMOONERS: AT THE LODGE 16010 5:19
Alph and Throckmorton create a Venn Diagram to see where they overlapped in buying groceries for the annual Raccoon Hamburger Fry. STU

GOAL 1:A C GOAL 2:A1 A2 B3 D1 C1b C2a C4a GOAL 3:F6 C4 (R)

145- 4 FORESTRY V: LINEAR PROGRAMMING 12665 3:06
Sybil Sawyer, Hollywood Reporter, meets with people in the furniture-making plant who must figure out the best use of the wood. They must increase wood used and decrease wood wasted. LAF

GOAL 1:A GOAL 2:A1 B4 B6 D1 D2 D4 GOAL 3:C3 C2 G6 C4 (R)

145- 5 OOPS! RULER 16780 1:11
A confused character causes a great accident when he fails to line up his ruler properly. STU

GOAL 1:A GOAL 2:A1 A2 B3 D1 GOAL 3:C2 (R)

145- 6 (COSMIC CARPETS) LEAD IN 11981 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

145- 7 COSMIC CARPETS 11980 3:31
A customer almost buys too much carpet when she mistakenly divides an L-shaped model of her living room into overlapping rectangles to figure out the area of the room. STU

GOAL 1:A C GOAL 2:A1 A3 B4 D1 C1a GOAL 3:C4 C2 G4 (R)
C4a G6

145- 8 (SQUARE SONG) DISCLAIMER 16540 :12
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

145- 9 SQUARE SONG 13620 2:32
This song deals with the geometrical properties of squares. Computer graphics aid greatly in illustrating the geometry of a square. SON

GOAL 1:A B C GOAL 2:-0- GOAL 3:G6 (X)

145-10 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

145-11 BLACKSTONE: FACE-UP, FACE-DOWN 15532 2:58
Blackstone gives the spectator 10 cards - 5 up, 5 down. He shuffles, returns them to the deck, divides the deck in half behind his back, and returns with the same number of cards face up in each hand. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:B3 (X)

145-12 POS VS. NEG JOUSTS: TAKING A BREAK 15293 :24
When one "positive" clay-mation creature suddenly appears amongst 12 "negative" clay-mation creatures, 11 "negative" creatures remain. ANI

GOAL 1:A GOAL 2:-0- GOAL 3:A6 B1 (X)

145-13 MATHNET-CASE OF THE MISSING BASEBALL-5 10760 6:41
The Mathnetters use a floorplan to successfully locate the missing baseball. NET

GOAL 1:-0- GOAL 2:A1 B1 C1a C3b GOAL 3:G4 G6 (R)

146- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

146- 2 PHONER: SQ. OF A 2-DIGIT NO. ENDING IN 5 15980 3:01
STU

Arthur has a one-sided telephone in which he learns an easy short-cut for squaring any 2-digit number ending in 5: just multiply the first digit by one more than itself and put '25' to the right of it

GOAL 1:A C GOAL 2:-0- GOAL 3:D2 B1 (X)

146- 3 (BROADWAY) LEAD IN 12531 :04
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

146- 4 BROADWAY 12530 6:05
STU

Melody Tapshoes dances into the heart of H.H. Biggs, Broadway producer, when she belts out a number about Square Number patterns.

GOAL 1:B C GOAL 2:-0- GOAL 3:B2 D2 G6 B1 (X)

146- 5 BUREAU OF MISSING NUMBERS: 36 15920 2:05
STU

Terry Ryan, an investigator, takes information pertaining to the number 36 and inputs this information into her computer. These characteristics include factors, whether it is square or triangular, etc

GOAL 1:A GOAL 2:A1 B3 B4 C1c C2c GOAL 3:B2 B1 A4 (R)

146- 6 SQUARE DANCE 13540 :55
ANI

This animation shows square numbers of dots arranging themselves into square arrays - all to a square dance tune.

GOAL 1:B GOAL 2:-0- GOAL 3:D2 B2 G6 G2 (X)

146- 7 PERFECT SQUARES 13140 3:25
A blues band sings about square numbers and graphically suggests their connection to geometry. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:B2 B1 (X)

146- 8 MAP, THE 14050 1:27
An older boy and his little brother use a map scale to estimate distance and travel time. LAF

GOAL 1:A C GOAL 2:A1 A3 B2 B3 B4 D1 C1a GOAL 3:G4 C3 B1 (R)

146- 9 MATHNET:PROBLEM OF THE PASSING PARADE-1 11011 9:51
In anticipation of a rock star's visit, the Mathnetters calculate how much time a parade will take, estimate crowd size, and approximate the number of officers needed for crowd control. NET

GOAL 1:A GOAL 2:A1 A2 B2 B3 B4 B6 D1 C1a C2c GOAL 3:B4 B1 B5 G4 (R)

147- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

147- 2 MATHEMATICS R US: ROUNDING 15260 2:28
Smilin' Al offers his customers a deal on rounding numbers to the nearest tenth. Satisfied customers also give testimonials as to the wonderful job Math R Us has done on rounding numbers for them. STU

GOAL 1:A C GOAL 2:-0- GOAL 3:B4 D1 A4 (X)

147- 3 STICK SQUARES - 1 13951 :25
Alison Smith uses toothpicks to make a square that is divided into 9 smaller squares and asks the audience how many squares there are in all. STU

GOAL 1:C GOAL 2:A1 B4 D1 D2 C1e C4a GOAL 3:G6 (R)

147- 4 ROUND IT OFF 14540 3:02
The cast sings a country and western tune that deals with the importance of rounding numbers. SON

GOAL 1:C GOAL 2:-0- GOAL 3:B4 (X)

147- 5 ARTIST'S LICENSE 15370 2:40
When an artist wants to make a Big Statement, he sees that doubling the dimensions of his rectangular canvas, quadruples the the area. STU

GOAL 1:A C GOAL 2:-0- GOAL 3:C2 D2 (X)

147- 6 AREA (6 X 8) 12840 1:10
This animation illustrates the area of a rectangle whose dimensions are 6 and 8. ANI

GOAL 1:-0- GOAL 2:-0- GOAL 3:C2 (X)

147- 7 FIVE-NINETEEN BLUES 16170 1:20
This song shows that you can round off a lot of numbers but not the time the train leaves. LAF

GOAL 1:A C GOAL 2:-0- GOAL 3:B4 (X)

147- 8 VO: DON'T DESPAIR 17323 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

147- 9 BUT WHO'S COUNTING: 10 15750 6:26
Contestants arrange 5 randomly chosen digits into 2-digit and 3-digit numbers in an attempt to form the largest possible product. To play, they must apply some knowledge of place value and probability GAM

GOAL 1:A C GOAL 2:A1 B4 B5 D1 D2 C1b C2c GOAL 3:A2 D1 F4 (R)

147-10 MATHNET:PROBLEM OF THE PASSING PARADE-2 11012 9:07
NET
In their attempt to find a kidnapped rock star, the Mathnetters tip a bottle with liquid in it to recreate a mountain's angle of incline. They also use musical beats to keep track of time.

GOAL 1:A C GOAL 2:A1 B1 B2 B3 B6 C1e C2c GOAL 3:C3 G6 G4 (R)

148- 1 SHOW OPEN 15950 :46
BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

148- 2 MATHMAN: FACTORS OF 24 15610 1:27
ANI
Mathman plays a video game in which he must eat only factors of 24.

GOAL 1:C GOAL 2:-0- GOAL 3:B2 (X)

148- 3 BUT WHO'S MULTIPLYING: 2 16801 5:37
GAM
Two contestants attempt to cover three numbers in a row by selecting factors of these numbers from the Factor Board and calling out the resultant products.

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 B2 D1 F4 (R)

148- 4 OOPS! MULTIPLICATION 603 X 7 16600 1:13
STU
A confused character forgets that any number multiplied by zero is zero and makes a mistake in multiplying 603 x 7.

GOAL 1:A GOAL 2:A1 A2 B4 GOAL 3:B1 (R)

148- 5 WARNING 6 (WILD) 17586 :15
BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

148- 6 BIRTHDAY PARTY 14290 2:07 STU

At a company board meeting, Artur talks about a birthday party to which he has invited 56 people. Arthur says that his mom, the president, does not know how many people will be at each of the 7 tables

GOAL 1:A C GOAL 2:A1 B4 GOAL 3:B1 (R)

148- 7 VO: HOW MUCH LEFT 17293 :06 BUM

-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

148- 8 JENNY DIDN'T CALL 13260 2:30 SON

This song establishes a telephone calling pattern between Jenny and Jim. The graphics illustrate the pattern that emerges.

GOAL 1:A C GOAL 2:C3a C4a GOAL 3:D2 (R)

148- 9 (BLACKSTONE) LEAD-IN & TAG 15540 :09 BUM

-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

148-10 BLACKSTONE: MAGIC SOCIAL SECURITY NUMBER 13440 2:39 STU

Blackstone has the spectator multiply the number 142857 by any number between 1-6. He can always predict the answer because it will always be a cyclic permutation of 142857.

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 B1 (X)

148-11 EB: NUMBER PATTERN/BLACKSTONE 17230 :32 ANI

This short animation illustrates how the number 142857 is a cyclic number.

GOAL 1:B C GOAL 2:-0- GOAL 3:D2 (-)

148-12 MATHNET:PROBLEM OF THE PASSING PARADE-3 11013 10:06
NET
As they gather clues to the kidnapping case, the Mathnetters attempt to decode a message, use a car registration database, and measure the width and tread of a car tire.

GOAL 1:A C GOAL 2:A1 A2 B1 B3 C1b C2c C3a C4b GOAL 3:C2 (R)

149- 1 SHOW OPEN 15950 :46
BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

149- 2 MATHEMATICS R US: FUNCTION MACHINE 12210 3:48
STU
Smilin' Al offers a Function Machine. He demonstrates the 'minus 3' function and drops the price from $15 to $12 to $9 to $6 to $3 before a customer does him one better and walks off with the machine

GOAL 1:A C GOAL 2:-0- GOAL 3:D2 (X)

149- 3 MATHMAN: MULTIPLES OF 3 15630 1:21
ANI
Mathman plays a video game in which he must eat only multiples of 3.

GOAL 1:C GOAL 2:-0- GOAL 3:B2 (X)

149- 4 DOIN' NOTHIN I 14271 1:00
STU
In this split-screen format, a farmer drawls on about how multiplying or dividing a number by 1 does not change that number.

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 B1 (X)

149- 5 MATHMAN: EXTRA SHORT 15660 :27
ANI
Before Mathman can begin his video game, Mr. Glitch eats him.

GOAL 1:C GOAL 2:-0- GOAL 3:-0- (X)

149- 6 CELEBRITY KITCHEN 14070 6:41

Celebrity Kitchen visits Superguy who demonstrates his function machine that helps him figure out how many eggs he needs for his cakes. STU

GOAL 1:A C GOAL 2:A1 B2 B4 D4 C1b GOAL 3:D2 B1 A4 A3 (R)

149- 7 DOIN' NOTHIN II 14272 1:06

In this split-screen format, a farmer drawls on about how adding or subtracting zero from any number does not change that number. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 B1 (X)

149- 8 NEWSROOM INTERRUPT: 31 (WILD) 16930 :07

-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

149- 9 CABOT & MARSHMALLOW: SQ.PEGS IN RD.HOLES 14810 1:56

Cabot explains the concept of rotational symmetry to Marshmallow by demonstrating how round and square pegs fit in a round or square hole in any direction. An odd shaped peg will go in only one way. STU

GOAL 1:A GOAL 2:A1 B3 B4 D4 C1e C2a GOAL 3:G2 (R)

149-10 (NINES INTRO) LOGO 17530 :08

-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

149-11 NINES 15870 2:34

The cast sings a country music tune expressing the idea that the sum of the digits of any multiple of 9 always add up to 9 or a multiple of 9. SON

GOAL 1:B C GOAL 2:-0- GOAL 3:B2 D2 B1 (X)

149-12 EB: ROTATIONAL SYMMETRY #1 16430 :23 ANI

This short animation uses a star to illustrate the concept of rotational symmetry.

GOAL 1:B GOAL 2:-0- GOAL 3:G2 (-)

149-13 MATHNET:PROBLEM OF THE PASSING PARADE-4 11014 7:21 NET

In trying to decode Stringbean's musical message, the Mathnetters recognize that each note of the message corresponds to a tone/number on a touch-tone phone.

GOAL 1:A C GOAL 2:A1 A2 B1 B3 C4a C4b GOAL 3:-0- (R)

150- 1 SHOW OPEN 15950 :46 BUM

-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

150- 2 I LOVE LUPY: LICORICE - 1 13821 4:21 STU

In order to keep her job at the Licorice Factory, Lupy must divide a 24" strand into 5" and 7" ones with minimal waste. A 5" strand gives her 19" left over, and a 7" leaves her with 17" of waste.

GOAL 1:A C GOAL 2:A1 A2 B3 B4 B6 D1 C1e C4a GOAL 3:C2 B1 B2 (R)

150- 3 POS VS. NEG JOUSTS: STRAIGHT AHEAD 15291 :31 ANI

When seven 'negative' clay-mation creatures attack five 'positive' clay creatures, two 'negative' creatures remain.

GOAL 1:A GOAL 2:-0- GOAL 3:A6 B1 (X)

150- 4 I LOVE LUPY: LICORICE - 2 13822 4:39 PAR

Lupy makes several more unsuccessful attempts to efficiently divide the licorice and must conceal the waste from Mr. Dinkstein. Finally, she divides the 24" strand into 2 5-inchers and 2 7-inchers.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

150- 5 SUGAR RAY SKETCH 14770 4:32

Battling for the Doggy Weight Championship, Sugar Ray Leonard figures out the weight of a dog by picking up the dog, weighing their total, and then subtracting his weight. STU

GOAL 1:A C GOAL 2:A1 A2 A3 B3 B4 D1 D3 C1e C4a GOAL 3:C2 B1 (R)

150- 6 THINK ABOUT THE PROBLEM 16990 2:56

This song offers advice to a boy who is confused about which bike to buy. The music video stresses stepping back from a problem and looking at it from another angle. SON

GOAL 1:A C GOAL 2:A1 A2 B3 C1e C4a GOAL 3:D1 (R)

150- 7 MATHNET:PROBLEM OF THE PASSING PARADE-5 11015 9:01

The Mathnetters successfully solve the problem and rescue Steve Stringbean. NET

GOAL 1:A B GOAL 2:A1 B1 B3 C2c GOAL 3:D2 F4 (R)

SQUARE ONE TV: WEEK 11

151- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

151- 2 BUT WHO'S COUNTING: 8 15730 7:16
Contestants arrange 5 randomly chosen digits to create a 3 digit minus 2 digit subtraction problem. The largest difference wins. Contestants must apply some knowledge of place value and probability. GAM

GOAL 1:A C GOAL 2:A1 B4 B5 D1 D2 C1b C2c GOAL 3:A2 D1 F4 (R)

151- 3 PERSON ON THE STREET: PENTOMINO 13005 :57
The Person on the Street Interviewer asks several people if they can define what a pentomino is. LAF

GOAL 1:C GOAL 2:-0- GOAL 3:G6 (X)

151- 4 JOKE IN THE BOX 14330 2:27
Cynthia stands at an assembly line, attempting to make open-topped boxes from different pentominoes. Some work, some don't -- but, at least, she's rewarded with a snack at the end. STU

GOAL 1:A C GOAL 2:A1 B4 B6 GOAL 3:G6 G1 (R)

151- 5 PENTOMINOES 12860 1:33
This animation illustrates the 12 possible arrangements a pentomino can have. ANI

GOAL 1:A B GOAL 2:-0- GOAL 3:G2 G6 (X)

151- 6 LOGO 12 GENERIC (BEV) 17440 :07
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

151- 7 REALLY GROSS PROFIT 15520 3:46
STU
Frank Loyd Wrong and Igor discuss how much money their restaurant has brought in, before they realize that they must pay bills that will leave them with a profit of 1 penny.

GOAL 1:A C GOAL 2:A1 B1 B4 D1 C2c C3b GOAL 3:B1 (R)

151- 8 PERPENDICULAR LINES 14120 2:05
SON
This rock video, colorized with computer graphics, illustrates the various places we find perpendicular lines in the world.

GOAL 1:A C GOAL 2:-0- GOAL 3:G6 (X)

151- 9 MATHNET:TRIAL OF GEORGE FRANKLY-1 11021 8:35
NET
The Mathnetters use a computer to access George's bank records - in a futile attempt to prove that he did not deposit the money he had allegedly stolen.

GOAL 1:-0- GOAL 2:A1 B3 GOAL 3:-0- (R)

152- 1 SHOW OPEN 15950 :46
BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

152- 2 MIKE MERV SHOW 13070 4:29
STU
Mike Merv Show interviews Ali Haji-Sheikh, an NFL place-kicker, who demonstrates the angles and parabolas involved in kicking a footaball.

GOAL 1:A C GOAL 2:A1 C1e C4a GOAL 3:G6 F6 (R)

152- 3 AVERAGE AMERICAN 10220 2:16
SON
In this song, Larry sings about the statistical averages for various American habits to show Cynthia just how much of an "Average American" he is.

GOAL 1:C GOAL 2:-0- GOAL 3:F2 (X)

152- 4 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

152- 5 BLACKSTONE: THE ELIMINATION GAME 13441 2:55
With an even number of cards on the table, Blackstone and a guest successively cover 2 cards, choosing 1 to eliminate. Blackstone never covers or points to the predicted card, so it stays on the table STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:B3 (X)

152- 6 MATHMAN: EVEN NUMBERS 15590 :58
Mathman plays a video game in which he must eat only even numbers. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:B3 (X)

152- 7 LIFE RAFT 14160 3:30
Regardless of how many people there are on a liferaft, if there are zero biscuits, everyone will recive zero biscuits - because zero divided by any number is zero. STU

GOAL 1:A C GOAL 2:A1 B4 D1 D4 GOAL 3:B1 (R)

152- 8 EB: MULTIPLY BY ZERO 16310 :40
This short animation illustrates the idea that any number multiplied by zero is zero. ANI

GOAL 1:-0- GOAL 2:-0- GOAL 3:B1 A1 (-)

152- 9 RAPPIN' JUDGE 14740 2:40
A judge raps his decision that a girl on a skateboard could not have committed the crime because she could not have travelled 8 miles in 2 hours if she were only going 3 miles per hour. STU

GOAL 1:A C GOAL 2:A1 B1 B3 B4 D1 C1a GOAL 3:B5 C2 B1 (R)

152-10 MATHNET:TRIAL OF GEORGE FRANKLY-2 11022 8:52
In their on-going attempt to clear George's name, the Mathnetters compute mileage according to an odometer and estimate distance using rate and time. NET

GOAL 1:A GOAL 2:A1 B1 B2 B3 B4 C1a C4a C4b GOAL 3:B4 B5 C2 (R)

153- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

153- 2 WILLY GLUTTON BANK ROBBER 13730 7:56
Because Willy Glutton and Itchy must physically divide up $52,620 among 5 people, they keep on returning to the teller they held up earlier to get change. STU

GOAL 1:A C GOAL 2:A1 A2 B4 D1 C1e C2c GOAL 3:A2 B1 A1 (R)

153- 3 SHOW REMAINDER 3 17702 :12
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:A4 (-)

153- 4 YOU CAN COUNT ON IT 16680 1:58
This song presents various ways that math shows up in the world. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:C1 (X)

153- 5 BUT WHO'S MULTIPLYING: 11 16940 4:35
Two contestants attempt to cover three numbers in a row by selecting factors of these numbers from the Factor Board - and calling out the resultant product. GAM

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 B2 D1 F4 (R)

153- 6 EB: TETRAHEDRON 16420 :25
This short animation illustrates how 4 triangles fold up into a tetrahedron. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G1 G6 (-)

153- 7 ZERO PACS 14570 2:14
In this mock commercial, Geraldine Jip offers the Jip Miracle Zero, a device that enables one to multiply by 10 by shifting all the digits of that number to the left and tacking on the Miracle Zero. STU

GOAL 1:A C GOAL 2:-0- GOAL 3:A2 B1 (X)

153- 8 MATHNET:TRIAL OF GEORGE FRANKLY-3 11023 9:24
The Mathnetters search a database for all the people George has arrested. They cannot find two who borke into a bank's computer system and manipulated the decimal points of their account balances. NET

GOAL 1:A C GOAL 2:A1 B1 B3 B4 GOAL 3:F4 A2 (R)

154- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

154- 2 (BOBOS DILEMMA) LEAD IN 15411 :07
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

154- 3 BOBO'S DILEMMA 15410 3:56
Bobo, the circus clown, has two 6 1/2' boards, but he must travel 7' from the rim of the ring to the center - and the boards can't touch the ground. A bit of creative problem-solving saves the day. STU

GOAL 1:A B C GOAL 2:A1 A2 A3 C1e C3c C4a GOAL 3:G6 C2 (R)

154- 4 PERSON ON THE STREET: PALINDROME 13008 1:22
The Person on the Street Interviewer asks several people if they know what a palindrome is. LAF

GOAL 1:C GOAL 2:-0- GOAL 3:A2 (X)

154- 5 IT'S A PALINDROME 14110 2:53
A tango dance serves as the backdrop for a song about the definition and generation of palindromes -- numbers that read the same backwards and forwards. SON

GOAL 1:C GOAL 2:-0- GOAL 3:A2 (X)

154- 6 EB: PALINDROME 16320 :35
This short animation illustrates how to make any two-digit number into a palindrome; simply reverse the digits and add and repeat this process until the sum is a palindrome. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:A2 D2 B1 (-)

154- 7 GROANING WALL V/B'STONE (PT 3 OF 3 PTS) 11875 :47
Harry Blackstone and the cast tell each other riddles that have a mathematical theme. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (X)

154- 8 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

154- 9 BLACKSTONE: THE MAGIC SPELLS 15538 3:08
A spectator cuts the deck, counts the number of cards, adds the two digits of the answer together, counts the number from the bottom and remembers the card. After a 19-letter spell, the card appears. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 B2 (X)

154-10 POS VS. NEG JOUSTS: THE ABYSS 15296 :30
ANI
When three "negative" clay-mation creatures confront three "positive" clay creatures, no clay creatures remain.

GOAL 1:A GOAL 2:-0- GOAL 3:A6 B1 (X)

154-11 MATHNET:TRIAL OF GEORGE FRANKLY-4 11024 13:26
NET
The pilot who allegedly flew George off the island to rob the bank uses arithmetic to prove that George had the time to commit the crime. Much to George's surprise, the pilor also identifies him.

GOAL 1:A GOAL 2:A1 B1 B2 B3 B4 GOAL 3:B1 (R)

155- 1 SHOW OPEN 15950 :46
BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

155- 2 KING FOR A DAY 11260 5:49
STU
When a king wants to divide his trapezoidally-shaped country into 3 pieces--2 of which are the same size but smaller than the third--he cuts off a triangle from each side, leaving a large rectangle.

GOAL 1:A C GOAL 2:A1 B6 C1e C2c GOAL 3:G6 (R)

155- 3 SHOW REMAINDER 4 (____GONE ____TO COME) 17711 :10
BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:A5 (-)

155- 4 MATHMAN: MULTIPLES OF 4 15640 1:15
ANI
Mathman plays a video game in which he must eat only multiples of four.

GOAL 1:C GOAL 2:-0- GOAL 3:B2 (X)

155- 5 PERSON ON THE STREET: QUADRILATERALS 13009 1:09
LAF
The Person on the Street Interviewer asks several people if they know what a quadrilateral is.

GOAL 1:-0- GOAL 2:-0- GOAL 3:G6 (X)

155- 6 AN INTERESTING GAME OF FOOTBALL 14370 2:55

In this animation, the small kids defeat the big kids at football by always choosing the largest goal line on the irregularly-shaped playing field. ANI

GOAL 1:A B C GOAL 2:A1 B3 D4 C1b C3c GOAL 3:C2 C3 G6 G4 (R)

155- 7 EB: QUADRILATERALS (2ND VERSION) 16361 :20

This short animation illustrates a variety of different quadrilaterals. ANI

GOAL 1:-0- GOAL 2:-0- GOAL 3:G6 (-)

155- 8 FRACTION RAP, THE 16710 2:40

Larry and Reg rap about fractions. SON

GOAL 1:A C GOAL 2:A1 A3 B4 D4 GOAL 3:A3 B1 (R)

155- 9 ELEPHANTS IN PENS 15840 1:40

Two cavemen try to figure out how to put 11 elephants in 4 pens - so that there is an odd number in each pen. ANI

GOAL 1:A C GOAL 2:A1 A2 A3 B4 B6 D1 D3 C1e C4a C4b GOAL 3:B3 C4 (R)

155-10 STATION PROMO (CYNTHIA) 14269 :05

-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

155-11 MATHNET:TRIAL OF GEORGE FRANKLY-5 11025 9:30

Kate proves that George could not possibly have left the island and committed the crime because weather conditions would not have allowed the plane to maintain its usual speed. NET

GOAL 1:A B GOAL 2:A1 B1 B2 B3 B4 C1a C1e C4a C4b GOAL 3:B5 (R)

156- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

156- 2 SPADE PARADE: FISHY ANCHOVY - 1 15891 4:55
Georgia McBundy hires Spade Parade to determine which one of the Andrews Brothers robbed her burger restaurant. STU

GOAL 1:A C GOAL 2:A1 B1 B3 C1c C2c C3b GOAL 3:F6 (R)

156- 3 MORE THAN ONE WAY 17000 2:39
This song takes a group of children on a camping trip and encourages different approaches to solving problems. SON

GOAL 1:A C GOAL 2:B3 D3 D4 C1a C1b C2b GOAL 3:-0- (R)

156- 4 SPADE PARADE: FISHY ANCHOVY - 2 15892 2:42
Spade Parade draws a chart and uses logic to determine which Andrews brother is which. He next determines that the brother who eats anchovies stole the money. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

156- 5 MATHMAN: FACTORS OF 18 15570 1:12
Mathman plays a video game in which he must eat all numbers that are factors of 18. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:B2 (X)

156- 6 GYPSY ROSE AMICABLE 13300 4:12
A fortune teller determines that a young man and woman will share happiness because the numbers of their street addresses, 220 and 284, are amicable: the factors of each number add up to the other. STU

GOAL 1:C GOAL 2:-0- GOAL 3:B2 B1 (X)

156- 7 VO: DON'T DESPAIR 17323 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

156- 8 STICK SQUARES - 3 13953 :41
Alison Smith demonstrates toothpick square tricks to the viewing audience. STU

GOAL 1:C GOAL 2:A1 B4 D1 D2 C1e C4a GOAL 3:G6 (R)

156- 9 EB: PRIME COW #11 17150 :30
This short animation illustrates the concept of prime numbers -- using 11 cows. ANI

GOAL 1:-0- GOAL 2:-0- GOAL 3:B2 G6 (-)

156-10 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

156-11 BLACKSTONE: CUPS 10371 3:05
Blackstone performs a magic trick with cups and balls before demonstrating a logic problem that depends on parity and observation. The point is to turn over 2 cups at a time, ending with 3 face up. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:B3 (X)

156-12 MATHNET:PROBLEM OF THE DIRTY MONEY-1 11051 6:35
The Mathnetters investigate three reports of dump trucks mysteriously disappearing and reappearing before they realize that what is being stolen is the dirt! NET

GOAL 1:-0- GOAL 2:A1 C2a C4b GOAL 3:-0- (R)

157- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

157- 2 SCALES ON THE BRAIN - 1 13471 3:23
A patient overreacts when he views a magnified version of his dandruff because he fails to account for the change in scale. STU

GOAL 1:A C GOAL 2:A1 B4 C1b C2a GOAL 3:G4 B5 A3 (R)

157- 3 DRAW A MAP 16690 2:14
In order for Luisa to reach Arthur's house, he gives her instructions to make a map. He includes significant landmarks and uses a scale where 1 inch equals 1 mile. SON

GOAL 1:A C GOAL 2:A1 B1 B3 C1a GOAL 3:G4 G4 C2 (R)

157- 4 SCALES ON THE BRAIN - 2 13472 1:22
In gratitude for the doctor's work, the patient wants to shake his hand 1000 times. Wary of the time involved, the doctor decides on a ratio where 1 handshake represents 500 shakes. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

157- 5 BUT WHO'S MULTIPLYING: 12 16941 5:33
Two contestants attempt to cover three numbers in a row by selecting factors of these numbers from the Factor Board and calling out the resultant product. GAM

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 B2 D1 F4 (R)

157- 6 GINGERMAN SKETCH 12480 4:03
Four gentlemen go to lunch where the bill is $24.00. Since two of them do not have enough money, the other two pick up the difference. They must figure out who owes what to whom. STU

GOAL 1:A C GOAL 2:A1 B4 D1 D3 C2c GOAL 3:B1 F2 (R)

157- 7 SODA SHOPPE 16100 :50
Two customers use an easy way to compute a ten percent tip, which they then round up to the nearest ten cents. LAF

GOAL 1:A C GOAL 2:A1 A2 B2 B4 GOAL 3:A5 A4 B4 (R)

157- 8 MATHNET:PROBLEM OF THE DIRTY MONEY-2 11052 9:24 NET
At the diner, the Mathnetters multiply to figure out tax. They also discover a pattern in the numbers of the stolen vehicles. They use a map and compass to chart the possible distance & route.

GOAL 1:A B GOAL 2:A1 B1 B2 B3 B4 C1a C1d C3a C4a GOAL 3:A9 A3 G4 B5 A5 (R)

158- 1 SHOW OPEN 15950 :46 BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

158- 2 (CALLOUS-SURVEY) NEWSROOM INTERRUPT:30 15464 :20 BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

158- 3 CALLOUS: THE SURVEY - 1 15461 2:06 STU
The bar chart sales chart for Callous Candy Gum Drops show that the candy is not selling in J.B's hometown, and he wants to find out why.

GOAL 1:A C GOAL 2:A1 A2 A3 B1 B2 B3 B4 D1 C1c C1d C4a GOAL 3:F5 F6 A5 F4 (R)

158- 4 DATA HEADACHE I 14311 1:10 STU
A woman uses a bar chart to organize her monthly expenses and rid herself of a data headache.

GOAL 1:A GOAL 2:-0- GOAL 3:F6 (X)

158- 5 CALLOUS: THE SURVEY - 2 15462 3:57 PAR
Sue Becky surveys the Women's Sewing Circle to determine why the Callous Candy Gum Drops are not selling - but J.B tells her that the sample is not fair because there were no men or children involved.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

158- 6 DATA HEADACHE II 14312 1:32
A cab driver uses a pie chart to organize his business expenses and rid himself of a data headache. STU

GOAL 1:A GOAL 2:-0- GOAL 3:F6 (X)

158- 7 CALLOUS: THE SURVEY - 3 15463 2:57
Sue Becky talks to a random sample of people and discovers that 58% of the people think that the gum drops are too sweet and sugary - because the town was founded by dentists. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

158- 8 (MATHMAN FACTORS OF 12) LOGO 17800 :10
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

158- 9 MATHMAN: PERCENTAGES LESS THAN 1/2 15720 1:13
Mathman plays a video game in which he eats percentages less than 1/2. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:A5 D1 (X)

158-10 SMOKESTACKS GO BOOM 12310 1:50
In this live action film, a character starts out with 3 smokestacks. The smokestacks explode one at a time; and he is left with 2/3, and then 1/3, and then 0/3 the number he began with. LAF

GOAL 1:C GOAL 2:-0- GOAL 3:A3 (X)

158-11 SHOW REMAINDER 4 (____GONE ____TO COME) 17711 :10
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:A5 (-)

158-12 COUNTING THE ELEPHANTS 15830 1:09
In this animation, a caveman uses a broken line graph to chart the number of elephants he sees each week. ANI

GOAL 1:A C GOAL 2:A1 B3 D1 C1d GOAL 3:F5 F6 (R)

158-13 GRAPH OF LOVE 11700 2:58
Beverly uses a broken line graph to rate her SON
boyfriend from September to May.

GOAL 1:A C GOAL 2:-0- GOAL 3:F6 D1 (X)

158-14 DATA HEADACHE III 14310 1:10
A corporate executive uses a line graph to organize STU
her expenses and rid herself of a data headache.

GOAL 1:A GOAL 2:-0- GOAL 3:F6 (X)

158-15 MATHNET:PROBLEM OF THE DIRTY MONEY-3 11053 6:02
The Mathnetters discover that a famous bank robber NET
once lived in the house that previously sat atop the
land from where the dirt was stolen.

GOAL 1:-0- GOAL 2:A1 B1 GOAL 3:-0- (R)

159- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

159- 2 (DUELIST) LEAD IN 14561 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

159- 3 DUELISTS, THE 14560 5:54
Using a grid of the area, two knights try to figure STU
out all the possible meeting points half-way between
their two castles in order to avoid having to go out
and fight the duel.

GOAL 1:A C GOAL 2:A1 B4 D2 C1e C3a GOAL 3:G4 C1 G6 (R)

159- 4 PHONER: CONSECUTIVE ODD NUMBERS 15990 2:04
Arthur has a one-sided conversation in which he STU
discovers that if he begins with one, the sum of
consecutive odd numbers will always equal a square
number.

GOAL 1:A C GOAL 2:-0- GOAL 3:B3 B2 B1 (X)

159- 5 SHAPE UP 15310 2:08 SON
Punning on gemetric terms, this music video illustrates geometric shapes in this song about betrayed love.

GOAL 1:C GOAL 2:-0- GOAL 3:G6 (X)

159- 6 (BUT WHO'S COUNTING T.S.) LOGO 17540 :07 BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

159- 7 BUT WHO'S COUNTING: 3 12113 6:52 GAM
Contestants arrange 6 randomly chosen digits to create a 3 digit plus 3 digit addition problem. The largest sum wins. Contestants must apply some knowledge of place value and probability to play.

GOAL 1:A C GOAL 2:A1 B4 D2 C1b C2c GOAL 3:A2 D1 F4 (R)

159- 8 POP UP BOOK 16230 1:35 ANI
As a result of some computer graphics wizardry, a 3-dimensional tourist discovers that he is touring a 2-dimensional city in a pop-up book.

GOAL 1:A GOAL 2:-0- GOAL 3:G1 (X)

159- 9 MATHNET:PROBLEM OF THE DIRTY MONEY-4 11054 7:56 NET
The Mathnetters do an analysis of the soil from the Abandoned Gravel Pits and that of Mailbag's back yard. They also determine that the footprints at the Pits and in Mailbag's garden are the same.

GOAL 1:-0- GOAL 2:A1 B1 GOAL 3:-0- (R)

160- 1 SHOW OPEN 15950 :46 BUM
-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

160- 2 POS VS. NEG JOUSTS: TAKING A BREAK 15293 :24
When one "positive" clay-mation creature suddenly appears amongst 12 "negative" clay-mation creatures, 11 "negative" creatures remain. ANI

GOAL 1:A GOAL 2:-0- GOAL 3:A6 B1 (X)

160- 3 LESS THAN ZERO 14150 2:05
This song presents a diving, dance, skating, and hammer-throw competition to show arithmetic realizations of negative numbers. SON

GOAL 1:C GOAL 2:-0- GOAL 3:A6 D1 (X)

160- 4 MILLION DOLLAR GIVEAWAY 13501 5:04
Jed Clampon decides to give away $1,000,000 in $50 increments to 20,000 people. He determines that the line will stretch over 7 1/2 miles, and people at the end will have to stand more than 2 days. STU

GOAL 1:A C GOAL 2:A1 B4 C4a GOAL 3:A1 C3 B1 C1 (R)

160- 5 PERSON ON THE STREET: GOOGOL 13001 :54
The Person on the Street Interviewer asks a variety of people what a googol is. LAF

GOAL 1:C GOAL 2:-0- GOAL 3:A1 (X)

160- 6 GOOGOL 16110 :53
Moon Unit Zappa discusses being presented with a number: one googol. LAF

GOAL 1:C GOAL 2:-0- GOAL 3:A1 B1 (X)

160- 7 (BLACKSTONE: MOVE THE CLIP INTRO) LOGO 17560 :05
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

160- 8 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

160- 9 BLACKSTONE: MOVE THE CLIP 15539 2:48

Blackstone correctly identifies the number of paper clips that have been moved as he notes the new position of the one clip that is oriented opposite the others. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:G2 (X)

160-10 GROANING WALL III/CEL 11873 2:51

Freddy Kohler and the cast tell each other riddles that have a mathematical theme. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (X)

160-11 SET-UP (MANDRELL CONCERT) 15340 4:23

This mini-documentary addresses the problem of setting-up for a Barbara Mandrell concert. There are also interviews with crew members who must read graphs and charts to do their jobs properly. LAF

GOAL 1:A C GOAL 2:-0- GOAL 3:D1 (X)

160-12 MATHNET:PROBLEM OF THE DIRTY MONEY-5 11055 8:41

The Mathnetter use problem-solving skills as they re-examine their hypothesis and calculate the weight of $1,000,000 in $1 or $5 bills. NET

GOAL 1:A GOAL 2:A1 B1 B2 B3 B4 GOAL 3:A3 (R)

161- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

161- 2 PHOTOGRAPH ALL ABOUT IT 13570 4:20
The more candidates who enter the race, the more difficulty Arty Poll has predicting the possible order of finish. He uses pictures to illustrate the different ways for the candidates to finish. STU

GOAL 1:A C GOAL 2:A1 A2 B4 C1e C2a C3a GOAL 3:E1 B1 (R)

161- 3 CHANGE YOUR POINT OF VIEW 16740 3:26
In a Middle Eastern bazaar, two children meet up with a wizard who helps them solve the mystery of the hieroglyphic. He stresses looking at the problem in a variety of different ways. SON

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 (X)

161- 4 MULTI-GLOVES 16490 1:49
This animation takes a fingerless glove and demonstrates the 120 ways that 5 differently colored fingers could be arranged. ANI

GOAL 1:A C GOAL 2:-0- GOAL 3:E1 (X)

161- 5 EB: CONCENTRIC CIRCLES/FISH 14981 :16
This short animation suggests the ripple effect in water and illustrates concentric circles. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G6 (-)

161- 6 BUT WHO'S ADDING: 6 16815 4:39
Two contestants attempt to cover three numbers in a row by selecting addends of those numbers from the Addend board and calling out the resultant sum. GAM

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 D1 (R)

161- 7 EB: NUMBER PATTERN #1 15030 :27
This short animation illustrates a number pattern beginning with 9 X 1 + 2 = 11 and continuing through 9 X 123456789 + 10 = 1111111111. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:D2 B1 (-)

161- 8 SHOW REMAINDER 3 17702 :12
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:A4 (-)

161- 9 MATHMAN: DECIMALS LESS THAN .5 15690 1:19
Mathman plays a video game in which he must eat only decimal fractions less than .5. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:A4 D1 (X)

161-10 MATHNET:MYSTERY OF THE MALTESE PIGEON-1 14081 10:18
George calculates a batting average. A new client enters and wants them to determine how many people can view the priceless Maltese Pigeon. The Mathnetters use a map of the museum and do arithmetic. NET

GOAL 1:A GOAL 2:A1 B2 B3 B4 C1a GOAL 3:B1 D1 G4 (R)

162- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

162- 2 SUPERGUY: FLYING DOWN TO FREEZO 13780 5:57
When Superguy finds himself in Freezo, he must convert his dollars to droobs in order to get his lightning bolt fixed. The going rate is five droobs to every dollar. STU

GOAL 1:A C GOAL 2:A1 B4 D1 C1c C2c C3a GOAL 3:B5 D2 B1 (R)

162- 3 JOHN MOSCHITA: ROBIN HOOD 17904 :60
John Moschita speed-talks a summary of the Robin Hood story, with a living graph charting his speed. STU

GOAL 1:A GOAL 2:-0- GOAL 3:F5 F6 B5 D2 (X)

162- 4 TRANSFORMER 18050 :10
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

162- 5 PROBLEM SONG 10190 2:27
Arthur solves the problem of how many apples he and another character can peel in 3 hours by using addition, multiplication, and division. SON

GOAL 1:A C GOAL 2:A1 B4 C1e C2a C2c GOAL 3:B5 A3 B1 (R)

162- 6 BUT WHO'S COUNTING: 4 12114 5:32
Contestants arrange five randomly selected digits in an attempt to form a 2-digit and a 3-digit number with the largest possible sum. The players must apply some knowledge of place value & probability GAM

GOAL 1:A C GOAL 2:A1 B4 B5 D1 D2 C1b C2c GOAL 3:A2 D1 F4 (R)

162- 7 MATHNET:MYSTERY OF THE MALTESE PIGEON-2 14082 10:59
When the Pigeon is stolen, the Mathnetters suspect Noel Nile and Kaspar Stoutman. Knowing Stoutman's license number, they search a DMV database to get his address. NET

GOAL 1:-0- GOAL 2:A1 A2 B1 GOAL 3:F4 (R)

163- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

163- 2 CABOT & MARSHMALLOW: PROBABILITY - 1 15471 1:41
Cabot and Marshmallow discuss the meaning of a probability of one as Marshmallow creates a situation where any outcome results in a win for Cabot. STU

GOAL 1:C GOAL 2:A1 B1 B5 D1 C2a GOAL 3:F1 D1 (R)

163- 3 GREMPOD AND BLOTMO: ALIENS VISIT CHRISTY 16720 2:50
Grempod and Blotmo, the Rigelian Aliens, offer Beverly a priceless treasure that is held in 2 of their 8 hands. Her chances of success improve because they give her 3 different tries to choose 1 hand. STU

GOAL 1:C GOAL 2:A1 A3 B5 B6 GOAL 3:F1 A3 D1 (R)

163- 4 MATHMAN: ODD NUMBERS 15580 1:12
Mathman plays a video game in which he must eat only odd numbers. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:B3 (X)

163- 5 CABOT & MARSHMALLOW: PROBABILITY - 2 15472 2:19
Cabot and Marshmallow discuss the meaning of a probability of zero after Cabot tricks Marshmallow by playing the shell and the pea game -- without the pea. STU

GOAL 1:A C GOAL 2:A1 A3 B5 D1 C1e GOAL 3:F1 (R)

163- 6 GHOST OF A CHANCE 11950 4:20
At a haunted house, a pizza delivery boy finds himself in several threatening situations -- each of which has a different probability of escape. SON

GOAL 1:A C GOAL 2:A1 A2 B5 B6 GOAL 3:F1 F3 (R)

163- 7 (TUESDAY NOON FOOTBALL) LEAD IN 11922 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

163- 8 TUESDAY NOON FOOTBALL 11921 4:50
When two football captains can't decide who will kick off, the referee brings out a variety of fair devices to choose in which each team has a probability of 1/2. STU

GOAL 1:A C GOAL 2:B5 D1 C1b GOAL 3:F1 A3 (R)

163- 9 TESSELLATION ANIMATION:QUILT 10750 1:11
This animation shows geometric shapes tessellating across the screen. The animated image transforms itself into a quilt with the same tessellated pattern ANI

GOAL 1:A B GOAL 2:-0- GOAL 3:G3 G6 (X)

163-10 MATHNET:MYSTERY OF THE MALTESE PIGEON-3 14083 8:19
When someone steals the real Maltese Pigeon from Stoutman, Noel Nile becomes the prime suspect - until he pops a hole in Maureen O'Reilly's alibi, meaning she lied about her whereabouts. NET

GOAL 1:A GOAL 2:A1 B1 C4a GOAL 3:-0- (R)

164- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

164- 2 SPADE PARADE: MISSING MICHAEL ANGELO - 1 13991 4:35
Dee Angelo wants Spade Parade to recover her kidnapped huband. She brings him a painted message and manuscript as clues. STU

GOAL 1:A C GOAL 2:A1 A2 A3 B3 B4 B6 D1 C1d C2c C3a C3b GOAL 3:F4 F5 F6 (R)

164- 3 MATHEMATICS R US: WORDSWORTH TABLE - 1 11730 3:25
Smilin' Al offers his customers a deal on a Wordsworth machine that assigns different monetary values to the letters of the alphabet. Words become worth the sum of their letters' value. STU

GOAL 1:A C GOAL 2:-0- GOAL 3:D2 B1 (X)

164- 4 SPADE PARADE: MISSING MICHAEL ANGELO - 2 13992 6:35
Spade Parade uses an alphabet frequency chart to decode Michael Angelo's code and discovers that Michael had been abducted by the art dealer, E.E. Heep. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

164- 5 MATHEMATICS R US: WORDSWORTH TABLE - 2 11731 :13
Smilin' Al tells his viewers how much the word 'quarter' is worth. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

164- 6 DANCE OF THE GEO SHAPES:TRIANGULAR PRISM 13604 :20
Computer graphics illustrate and highlight a triangular prism as it rotates in space. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G6 G1 (X)

164- 7 (SUPERSPY) PAINTBOX LEAD IN 12151 :19
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

164- 8 NEIGHBORHOOD SUPERSPY 12150 3:50
A super spy sings about creating a code that assigns a number to each letter of the alphabet. According to this code, a sequence of numbers would read as a word. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:D2 D1 (X)

164- 9 (SUPERSPY) PAINTBOX OUTRO 12152 :12
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

164-10 DANCE OF THE GEO SHAPES:HEXAHEDRON 13605 :20
Computer graphics illustrate and highlight a hexahedron as it rotates in space. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G6 G1 (X)

164-11 MATHNET:MYSTERY OF THE MALTESE PIGEON-4 14084 7:05 NET

The Mathnetters use a database to check for names associated with the Maltese Pigeon. They then talk with an ice sculptor and surmise that the Pigeon could have been an ice sculpture that melted away.

GOAL 1:A C GOAL 2:A1 B1 B2 B3 B4 C4b GOAL 3:-0- (R)

165- 1 SHOW OPEN 15950 :46 BUM

-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

165- 2 KUBRICK'S RUBE 15250 2:57 STU

In order to stop its incessant singing, Irving and Dave give Hank the computer a program he can never finish: start with 3; add 4; stop if the sum is even; if not go back to step two.

GOAL 1:A C GOAL 2:A1 A2 A3 GOAL 3:D1 D2 (R)

165- 3 INFINITY (SONG) 10230 3:18 SON

The song introduces the idea that there is no largest number. The graphics suggest several infinite collections to support the song.

GOAL 1:B C GOAL 2:-0- GOAL 3:D1 B1 (X)

165- 4 (INFINITY) NEWSROOM INTERRUPT 16620 :10 BUM

-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

165- 5 INFINITY (INFINITE REGRESS) 16250 :41 ANI

The camera zooms in on Beverly sitting in a room with a picture of Beverly sitting in a room with a picture of Beverly sitting in a room -- to illustrate the idea of infinite regress.

GOAL 1:B GOAL 2:-0- GOAL 3:D1 G2 (X)

165- 6 ODD AND EVEN HANDS 13590 :35
Two hands stick out different numbers of fingers, and a voice calls out Odd or Even. STU

GOAL 1:C GOAL 2:-0- GOAL 3:B3 (X)

165- 7 ODD PAIR 11660 4:14
Felicia tells Oscarina that adding two odd numbers always results in an even number, an odd and an even always equals an odd, and adding 2 evens results in an even number. STU

GOAL 1:A C GOAL 2:A1 B3 B4 D1 C2a C2c GOAL 3:B3 B1 (R)

165- 8 MOEBIUS TRIP BEVERLY 16820 1:11
Beverly demonstrates how to make a moebius strip, a strip of paper with only one side. STU

GOAL 1:B C GOAL 2:-0- GOAL 3:G6 G7 (X)

165- 9 MOEBIUS TRIP 10700 :49
This animation uses an automobile trip to illustrate the one-sidedness of the moebius strip. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G6 G7 (X)

165-10 INFINITY REPRISE: 1 10231 :02
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

165-11 BLACKSTONE: HEADS OR TAILS 15535 2:54
After a spectator has turned over pairs of coins from a pile of 10 dimes, Blackstone uses the principle of parity to correctly determine whether a covered coin is heads or tails. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:B3 (X)

165-12 MATHNET:MYSTERY OF THE MALTESE PIGEON-5 14085 9:27 NET

Thinking logically and mathematically, the Mathnetters determine that Bridget stole the bird from Gutman - and they trap her into a confession.

GOAL 1:A GOAL 2:A1 B1 GOAL 3:-0- (R)

166- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

166- 2 HUNDRED SQUARE: COMMON MULTIPLE 8 - 12 14136 :12
This animation takes a number chart through 100, highlights the multiples of 8, then highlights the multiples of 12, and finally highlights the multiples that they have in common. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:B2 D2 (X)

166- 3 MULTIPLE PIZZAS 10171 5:08
A customer wants to order enough 8-slice pizzas so that his 12 guests can each have the same number of slices. Instead of buying 12 pizzas, he sees that 3 pizzas (24 slices) will give each guest 2. STU

GOAL 1:A C GOAL 2:A1 B4 D1 D4 C1c GOAL 3:B2 A3 (R)

166- 4 HUNDRED SQUARE: COMMON MULTIPLE 8 - 12 14136 :12
This animation takes a number chart through 100, highlights the multiples of 8, then highlights the multiples of 12, and finally highlights the multiples that they have in common. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:B2 D2 (X)

166- 5 X...IT'S THE SIGN OF THE TIMES 13580 3:33
The cast gives a Hispanic flavor to this song about the multiplication symbol. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:B1 (X)

166- 6 EB: FACTOR TREE 300 17060 :30
This short animation uses a factor tree to break down 300 into its prime factors. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:B2 B1 (-)

166- 7 FACTOR TREE 12350 5:33
A customer visits the tree nursery of Dr. Pete Moss who sells 'factor trees'. These trees illustrate the prime factor breakdown of different numbers. STU

GOAL 1:B GOAL 2:-0- GOAL 3:B2 B1 (X)

166- 8 BUT WHO'S MULTIPLYING: 9 16808 3:46
Two contestants attempt to cover three numbers in a row by selecting factors of these numbers from the Factor Board and calling out the resultant products. GAM

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 B2 D1 F4 (R)

166- 9 MATHMAN: MULTIPLES OF 6 15680 :57
Mathman plays a video game in which he must eat only multiples of 6. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:B2 (X)

166-10 MATHNET:PROBLEM OF THE TROJAN HAMBURG-1 11041 6:47
The Mathnetters use a database to locate the kidnapped Hans Ballpeen's abandoned car. They also investigate a gigantic hamburger made of wood. NET

GOAL 1:A C GOAL 2:A1 B3 GOAL 3:F4 (R)

167- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

167- 2 MATHWOMAN AND THE BOY NUMBER - 1 13831 5:14
When Robert, the Boy Number, knocks over the Math Bookcase, he and Mathwoman must figure out how many 9 foot boards they must buy from Fred, if they need 5 three foot boards and 4 five foot boards. STU

GOAL 1:A C GOAL 2:A1 A2 B3 B4 B6 D1 D2 C1a GOAL 3:C2 B1 B2 (R)

167- 3 EB: NUMBER PATTERN 37 (VERSION 1) 17190 :21
This short animation illustrates a number pattern ANI
involving multiples of 3 and multiples of 37.

GOAL 1:C GOAL 2:-0- GOAL 3:D2 (-)

167- 4 PERSON ON THE STREET: TESSELLATIONS 13006 1:04
The Person on the Street Interviewer asks several LAF
people if they can define what tessellations are.

GOAL 1:C GOAL 2:-0- GOAL 3:G3 (X)

167- 5 TESSELLATIONS 15810 3:15
A boppy beach tune illustrates the concept of SON
tessellation as surfers cover their boards and the
beach with repeating geometric shapes.

GOAL 1:B GOAL 2:-0- GOAL 3:G3 G6 (X)

167- 6 MATHWOMAN AND THE BOY NUMBER - 2 13832 3:19
Using the Mathcomputer, Mathwoman and Robert PAR
successfully determine how many 9 foot boards they
should buy to get 5 three foot boards and 4 five foot
boards with minimal amounts of waste.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

167- 7 EB: NUMBER PATTERN 37 (VERSION 2) 17200 :21
This short animation illustrates a number pattern ANI
involving multiples of 3 and multiples of 37.

GOAL 1:C GOAL 2:-0- GOAL 3:D2 (-)

167- 8 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

167- 9 BLACKSTONE: MENTAL SPELLER 13442 2:02
Blackstone asks the cast to choose an object on the STU
table and uses the number of letters in its name as a
clue to identifying it.

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 (X)

167-10 VO: HOW MUCH LEFT 17295 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

167-11 MATHNET:PROBLEM OF THE TROJAN HAMBURG-2 11042 10:55
The Mathnetters calculate how much a 7x7x4 ft oak hamburger box would weigh. They return to the scene more quickly than expected, when Orson Kane discovers that someone has stolen the Despair Diamond. NET

GOAL 1:A GOAL 2:A1 A2 B1 B2 B3 B4 C1b C2c C4a GOAL 3:C2 B1 C3 (R)

168- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

168- 2 MATHEMATICS R US: FRACTION REDUCER 13680 3:54
Smilin' Al offers his customers a Fraction Reducer, a machine that automatically reduces fractions. Customers also receive a math scale to ensure that the original and reduced fraction balance. STU

GOAL 1:-0- GOAL 2:-0- GOAL 3:A3 D1 (X)

168- 3 MATHMAN: EQUIVALENT FRACTIONS (1/3) 15650 1:24
Mathman plays a video game in which he must eat only fractions equivalent to 1/3. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:A3 (X)

168- 4 SLOPPY KITCHEN COMMERCIAL 14580 2:45
Sloppy Poppy demonstrates the Handy Dandy Cake Press, a kitchen device that rearranges pieces of cake. The tool also illustrates that 3/15 is equivalent to 1/5. STU

GOAL 1:A C GOAL 2:-0- GOAL 3:A3 (X)

168- 5 VO: HAS GONE BY 17301 :05
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

168- 6 STICK SQUARES - 2 13952 :42
Alison Smith demonstrates toothpick square tricks to the viewing audience. STU

GOAL 1:C GOAL 2:A1 B4 D1 D2 C1e C4a GOAL 3:G6 (R)

168- 7 ACTION AT THE FRACTION BAR 13250 2:24
This music video takes place at the futuristic Fraction Bar and uses vocabulary words associated with fractions. It also mentions the relation between fractions, decimals, and percents. SON

GOAL 1:-0- GOAL 2:-0- GOAL 3:A3 A4 A5 (X)

168- 8 BUT WHO'S ADDING: 4 16813 4:11
Two contestants attempt to cover three numbers in a row by selecting addends of those numbers from the Addend board and calling out the resultant sum. GAM

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 D1 (R)

168- 9 EB: OVERLAPPING SQUARES 17180 :32
This short animation demonstrates the different sized squares found in a 4 x 4 array of square blocks. ANI

GOAL 1:B C GOAL 2:-0- GOAL 3:C4 G6 (-)

168-10 CABOT & MARSHMALLOW: WHAT DAY IS IT? 14720 1:35
Marshmallow has a Days Of The Week candy bar. It is divided into 7 pieces, each corresponding to a different day of the week. He can tell what day it is by how many sevenths of the bar remain. STU

GOAL 1:C GOAL 2:-0- GOAL 3:A3 B1 (X)

168-11 MATHNET:PROBLEM OF THE TROJAN HAMBURG-3 11043 9:01
Continuing to recover the Diamond, the Mathnetters calculate how much a carat weighs. They discover a piece of ballon canvas on the scene and discuss how far a helium ballon could travel. NET

GOAL 1:A GOAL 2:A1 B1 B2 B3 B4 C3a C4a C4b GOAL 3:B1 C1 C3 (R)

169- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

169- 2 ANGLE DANCE 10180 2:23
The rock group Plane Geometry sings a song about angles and uses body movement to illustrate angles, as well. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:G6 (X)

169- 3 HOW DOES YOUR GARDEN GROW? 11060 4:40
When Arthur needs to buy grass seed for his lawn, the clerk calculates the area of his yard. When he tells her he wants to plant a hedge around the yard, she sees they need to figure the perimeter. STU

GOAL 1:A GOAL 2:A1 B3 B4 D1 C1a C4a GOAL 3:C2 G4 (R)

169- 4 BURGER PATTERN 12140 3:16
The Fat Boys use hamburgers to illustrate a triangular number pattern. SON

GOAL 1:A GOAL 2:A1 B4 D1 C1b C3a GOAL 3:D2 D1 B1 (R)

169- 5 MCMATH 12190 7:06
The witch sisters ask McMath to tell them the largest dimensions possible for a rectangular garden surrounded by 48 feet of fence. He learns that a square will give him the largest area. STU

GOAL 1:A C GOAL 2:A1 A2 B4 B6 C1a C3a GOAL 3:C2 G6 B1 (R)

169- 6 MATHMAN: EVEN NUMBERS 15590 :58
Mathman plays a video game in which he must eat only even numbers. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:B3 (X)

169- 7 EB: PRIME COW #13 17160 :30
This short animation illustrates the concept of prime numbers -- using 13 cows. ANI

GOAL 1:-0- GOAL 2:-0- GOAL 3:B2 G6 (-)

169- 8 MATHNET:PROBLEM OF THE TROJAN HAMBURG-4 11044 8:02
Hans Ballpeen returns and tells the Mathnetters that his kidnappers forced him to cut the diamond into 7 pieces. They hypothesize that the burglar got in the house via burger and out via ballon. NET

GOAL 1:-0- GOAL 2:A1 B1 GOAL 3:-0- (R)

170- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

170- 2 SPADE PARADE: FOUL BALL - 1 13221 3:56
When a baseball flies through Spade Parade's window, it contains cryptic clues to a baseball scandal and scam. STU

GOAL 1:A C GOAL 2:A1 A2 B1 B3 B4 D1 C1b C2a C2c C3b C3c GOAL 3:B3 B2 (R)

170- 3 PERCENTS 15380 2:25
This glitzy song expresses the relations among percents, fractions, and decimals. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:A5 A3 A4 (X)

170- 4 SPADE PARADE: FOUL BALL - 2 13222 4:40
Parade uses his knowledge of mathematics to break the code written on the baseball and discover the evil-doers. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

170- 5 VO: HOW MUCH LEFT 17293 :06
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

170- 6 HARRY'S HAMBURGER HAVEN 14240 2:27 STU

As the characters attempt to shoot a commercial for Harry's Hamburger Haven, they note the equivalence of decimal, fraction, and percent.

GOAL 1:C GOAL 2:-0- GOAL 3:A4 A5 A3 (X)

170- 7 MATHNET:PROBLEM OF THE TROJAN HAMBURG-5 11045 12:08 NET

When a half cup of coffee suddenly becomes full, the Mathnetters know that a solid must have displaced the coffee. They recognize that Hans dropped the diamond in the cup and caused the liquid to rise

GOAL 1:-0- GOAL 2:A1 B1 B2 C4b GOAL 3:-0- (R)

SQUARE ONE TV: WEEK 15

171- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

171- 2 OOPS! RULER 16780 1:11
A confused character causes a great accident when he fails to line up his ruler properly. STU

GOAL 1:A GOAL 2:A1 A2 B3 D1 GOAL 3:C2 (R)

171- 3 MATHEMATICS R US: METER TAPE MEASURE 15880 3:17
Smilin' Al offers his customers a Perimeter Measuring Evaluator that will accurately measure the perimeter of any shape up to one meter in length. STU

GOAL 1:A C GOAL 2:-0- GOAL 3:C2 C1 G6 (X)

171- 4 METRIC ELECTRIC LOVER 12730 3:20
A heavy metal rock band sings a song about the different vocabulary used in the Metric and English measurement system. SON

GOAL 1:C GOAL 2:-0- GOAL 3:C1 (X)

171- 5 SYMMETRY PATTERNS 12850 1:03
This animation takes a shape, repeats it symmetrically, and continues to repeat each new design symmetrically - until the final design is sophisticated, and symmetrical. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:G2 G6 (X)

171- 6 COUNTING THE HOUSE 12000 4:27
Donna Who interviews a famous theater usher who once miscounted seats in the theater. Two people had to count 3 sections. Because they each counted the middle section, the total was off. STU

GOAL 1:A C GOAL 2:A1 A2 A3 B4 C1b C4a GOAL 3:C4 B1 (R)

171- 7 BUT WHO'S ADDING: 7 16816 4:33
Two contestants attempt to cover three numbers in a row by selecting addends of these numbers from the Addend Board and calling out the resultant sum. GAM

GOAL 1:A C GOAL 2:A1 B4 B6 C1b C1c C2c GOAL 3:B1 D1 (R)

171- 8 MATHNET:TRIAL OF GEORGE FRANKLY-1 11021 8:35
The Mathnetters use a computer to access George's bank records - in a futile attempt to prove that he did not deposit the money he had allegedly stolen. NET

GOAL 1:-0- GOAL 2:A1 B3 GOAL 3:-0- (R)

172- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

172- 2 MATHMAN: FACTORS OF 18 15570 1:12
Mathman plays a video game in which he must eat all numbers that are factors of 18. ANI

GOAL 1:C GOAL 2:-0- GOAL 3:B2 (X)

172- 3 HARRY & ELMO 12800 5:37
Harry and Elmo must count out 360 cubes and put them in crates. They keep losing count. They realize that because each crate holds 24 cubes, they can fill'em and multiply the number of crates x 24. STU

GOAL 1:A C GOAL 2:A1 A3 B4 D1 C2c C3a C4a C4b GOAL 3:C2 B1 (R)

172- 4 THINK ABOUT THE PROBLEM 16990 2:56
This song offers advice to a boy who is confused about which bike to buy. The music video stresses stepping back from a problem and looking at it from another angle. SON

GOAL 1:A C GOAL 2:A1 A2 B3 C1e C4a GOAL 3:D1 (R)

172- 5 BERT AND ERNIE: DOG 14190 2:34
Bert and Ernie learn that the cost of a puppy just STU
begins with the initial purchase.

GOAL 1:C GOAL 2:A1 B2 B3 B4 D2 GOAL 3:B4 B2 (R)
C3b

172- 6 (B & E DOG) NEWSROOM INTERRUPT:25 14191 :08
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

172- 7 POS VS. NEG JOUSTS: TWO ON ONE 15292 :33
When six "negative" clay-mation creatures attack ANI
three "positive" clay creatures, three "negative"
creatures remain.

GOAL 1:A GOAL 2:-0- GOAL 3:A6 B1 (X)

172- 8 (BLACKSTONE) LEAD-IN & TAG 15540 :09
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

172- 9 BLACKSTONE: MIRASKILL-CANDIES 15550 3:03
Blackstone has an even number of candies, 1/2 red, STU
1/2 green. The spectator places the candy, 2 at a
time, in piles according to color. Blackstone
predicts that there will be 2 fewer candies in 1 pile

GOAL 1:-0- GOAL 2:-0- GOAL 3:B3 A2 (X)

172-10 PLANT A SPOON - 1 13841 1:42
This commercial offers a Plant-A-Spoon seed kit that ANI
contains seeds which sprout spoons of 2 different
colors. Planting 3 seeds guarantees a matching pair.

GOAL 1:A C GOAL 2:-0- GOAL 3:D2 (X)

172-11 MATHNET:TRIAL OF GEORGE FRANKLY-2 11022 8:52 NET

In their on-going attempt to clear George's name, the Mathnetters compute mileage according to an odometer and estimate distance using rate and time.

GOAL 1:A GOAL 2:A1 B1 B2 B3 B4 C1a C4a C4b GOAL 3:B4 B5 C2 (R)

173- 1 SHOW OPEN 15950 :46 BUM

-0-

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

173- 2 SPADE PARADE: DES MOINES DUCK - 1 12361 5:20 STU

Nora Nouveau visits Spade Parade because someone has tried to steal her priceless Des Moines Duck. After Parade hears her story (told via flashback), he can identify the unsuccessful thief.

GOAL 1:A C GOAL 2:A1 A2 A3 B1 B3 D1 C1c C2c C3a C3c GOAL 3:F6 (R)

173- 3 EB: PRIME COW #7 17140 :30 ANI

This short animation illustrates the concept of prime numbers -- using 7 cows.

GOAL 1:-0- GOAL 2:-0- GOAL 3:B2 G6 (-)

173- 4 SPADE PARADE: DES MOINES DUCK - 2 12362 3:49 PAR

Spade Parade creates a chart that identifies which guests were wearing gloves and carrying luggage. By orgainizing his information, he can successfully finger the thief.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

173- 5 SALE, THE 14060 1:09 LAF

Two girls figure out what twenty percent off a thirty dollar dress is.

GOAL 1:A C GOAL 2:A1 A2 B4 C2c GOAL 3:A5 B1 A3 (R)

173- 6 (8% OF MY LOVE) LEAD IN 11481 :04
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

173- 7 EIGHT PERCENT OF MY LOVE 11480 2:47
Cris uses percentages to sing about the various ways his love is divided. As Cris mentions a percentage, a drummer displays the corresponding wedge of a pie chart. SON

GOAL 1:A C GOAL 2:-0- GOAL 3:A5 F6 (X)

173- 8 SINBAD AND THE TWENTY COINS 14930 3:10
In order to get to the priceless Thingamajig, Sinbad must determine how many dimes and nickels the genie has if she has $1.20 in change. STU

GOAL 1:A C GOAL 2:A1 A2 A3 B4 B6 D1 D4 C1c C3a GOAL 3:B3 (R)

173- 9 (SINBAD) NEWSROOM INTERRUPT:28 14931 :08
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

173-10 MATHNET:TRIAL OF GEORGE FRANKLY-3 11023 9:24
The Mathnetters search a database for all the people George has arrested. They cannot find two who borke into a bank's computer system and manipulated the decimal points of their account balances. NET

GOAL 1:A C GOAL 2:A1 B1 B3 B4 GOAL 3:F4 A2 (R)

174- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

174- 2 VERY NICE 14550 3:57 STU

This logic problem involves splitting up pails of milk among 3 farmers so that each farmer carries the same amount of liquid and number of pails.

GOAL 1:A C GOAL 2:A1 B1 B4 B6 D1 D3 C1e C2c GOAL 3:A3 B1 (R)

174- 3 GROANING WALL III/CEL 11873 2:51 STU

Freddy Kohler and the cast tell each other riddles that have a mathematical theme.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (X)

174- 4 EB: PERPENDICULAR LINES 16300 :23 ANI

This short animation illustrates the difference between parallel and perpendicular lines.

GOAL 1:B GOAL 2:-0- GOAL 3:G6 (-)

174- 5 PERPENDICULAR LINES 14120 2:05 SON

This rock video, colorized with computer graphics, illustrates the various places we find perpendicular lines in the world.

GOAL 1:A C GOAL 2:-0- GOAL 3:G6 (X)

174- 6 GROANING WALL III/CEL 11873 2:51 STU

Freddy Kohler and the cast tell each other riddles that have a mathematical theme.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (X)

174- 7 CAT, BIRD, KIBBLE - 1 16501 2:25 ANI

In this animation, a girl must solve the problem of how to carry her bird, cat, and bird seed to an island. She can't leave the cat alone with the bird nor the bird alone with the seed.

GOAL 1:A C GOAL 2:A1 B1 B5 D1 C1e C2c C4b GOAL 3:E3 (R)

174- 8 JOHN MOSCHITA: PETER PIPER S, M, F 17907 :10
John Moschita does 3 different versions of the "Peter STU
Piper" tongue twister - slow, medium, and fast. A
graph illustrates the different rates as well.

GOAL 1:A GOAL 2:-0- GOAL 3:F5 F6 B5 D2 (X)

174- 9 CAT, BIRD, KIBBLE - 2 16502 1:42
In this continuation of the animation, the young girl PAR
successfully solves the problem of getting the cat,
bird, and kibble to the island -- without the cat
eating the bird or the bird eating the seed.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

174-10 GROANING WALL III/CEL 11873 2:51
Freddy Kohler and the cast tell each other riddles STU
that have a mathematical theme.

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (X)

174-11 TRANSFORMER 18050 :10
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

174-12 MATHNET:TRIAL OF GEORGE FRANKLY-4 11024 13:26
The pilot who allegedly flew George off the island to NET
rob the bank uses arithmetic to prove that George had
the time to commit the crime. Much to George's
surprise, the pilor also identifies him.

GOAL 1:A GOAL 2:A1 B1 B2 B3 B4 GOAL 3:B1 (R)

175- 1 SHOW OPEN 15950 :46
-0- BUM

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

175- 2 HOLD IT NOBODY EAT - 1 12281 2:30
When three cast members order a slice of pizza and Arthur orders half a pie, Cris cuts the pie in eighths. Since he has a slice left over, he returns the pie to have it recut. STU

GOAL 1:A C GOAL 2:B4 D1 GOAL 3:A3 (R)

175- 3 FIVE-NINETEEN BLUES 16170 1:20
This song shows that you can round off a lot of numbers but not the time the train leaves. LAF

GOAL 1:A C GOAL 2:-0- GOAL 3:B4 (X)

175- 4 HOLD IT NOBODY EAT - 2 12282 1:05
Cris returns with a pizza cut in sixths - a slice for three cast members and half a pie for Arthur - but must return it to be recut when Luisa arrives ans wants a slice. PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

175- 5 DROPPED COIN 14040 1:34
A boy and a girl use subtraction to figure out how much money the boy dropped down a street grate, if he started with $1.69 and now has $1.44. LAF

GOAL 1:A C GOAL 2:A1 B4 C1e GOAL 3:B1 (R)

175- 6 HOLD IT NOBODY EAT - 3 12283 :40
Cris returns yet again with a pizza cut in eighths - a slice for four cast members and half a pie for Arthur. But what are they going to do when Reg arrives? PAR

GOAL 1:-0- GOAL 2:-0- GOAL 3:-0- (-)

175- 7 EB: NUMBER PATTERN SQUARE NUMBERS 17220 :20
This short animation illustrates a number pattern involving square numbers: square numbers are the sum of consecutive odd numbers starting with 1. ANI

GOAL 1:B GOAL 2:-0- GOAL 3:D2 B2 (-)

175- 8 ARTHUR BENJAMIN: SQUARING II 16002 4:05
Arthur Benjamin, a mathematician from Johns Hopkins University, can perform complicated calculations in his head. He demonstrates short-cuts for squaring 2 and 3-digit numbers to a group of children. STU

GOAL 1:A B GOAL 2:-0- GOAL 3:B1 A1 (X)

175- 9 COUNTIN' OUT THE RHYTHM 11670 2:58
This song, staged in a very urban setting, illustrates that there are 4 beats to every musical measure. The song also stresses the idea of subdividing each measure into 8 and 16 beats as well. SON

GOAL 1:-0- GOAL 2:-0- GOAL 3:D2 B1 (X)

175-10 SALE! 14390 2:13
Using only the digits 3,5,6,and 9, a clerk must create the lowest possible total price for a set of stereos and speakers. STU

GOAL 1:A C GOAL 2:A1 A2 A3 B4 B6 D1 C1e C2a GOAL 3:A2 B1 (R)

175-11 MATHNET:TRIAL OF GEORGE FRANKLY-5 11025 9:30
Kate proves that George could not possibly have left the island and committed the crime because weather conditions would not have allowed the plane to maintain its usual speed. NET

GOAL 1:A B GOAL 2:A1 B1 B2 B3 B4 C1a C1e C4a C4b GOAL 3:B5 (R)